

**COMPUTER  
+ VIDEO  
GAMES**

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WITH  
MASK**



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**WIZBALL PLAYERS GUIDE/ATARI ST — ALL THE HOTTEST GAMES**  
**MAG MAX, WONDER BOY, QUARTET, SLAP FIGHT, EXOLON REVIEWED**

# W@II@

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FROM THE AUTHOR OF SHOGUN JAMES CLAVELL COMES TAI PAN A TERRIFIC NEW GAME PACKED WITH ACTION AND STUNNING GRAPHICS. TAI PAN IS THE EXCITING STORY OF A MAN AND AN ISLAND, BECOME DIRK STEVAN - A PIRATE A SHUGGLER, A MANIPULATOR OF MEN ACHIEVING RICHES BEYOND IMAGINATION. ENTER A WORLD OF BLOOD, BETRAYAL, CONSPIRACY AND MURDER - A GAME OF GRAND ENTERTAINMENT!



IN THE ONE WITH THE BEANS BUT I DON'T THINK MY PLANT FOOTED FRIEND WOULD HANDLE A REAL SHARP SHOOTER. BUT WITHOUT MY PAL HE HELD I GET NOWHERE FAST. OR SO I CAN JUMP LIKE A PUG AND EVEN BLIDE BUT IT'S THE DALEY THOMPSON OF THE TWO OF US - HE CAN STAY TOGETHER, IF WE CAN FIND EACH OTHER, WE CAN ONLY DO MAKE AN AWESOME TWOSOME. AND THAT'S THE ONLY WAY WE CAN OVERCOME THE EMPEROR BLACK DOOH!

## no matter how hard

TAI-PAN: SPECTRUM CASS £7.95, COMMODORE CASS £8.95 DISK £12.95,  
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# Hotcha!



LOOK ON THE BATTLEFIELD'S MACHINES I  
 WAS ARMED TO THE TEETH WITH MISSILES  
 WHEN TORPEDOES AND MORE I COULD  
 YOU CHOOSE WHERE I WANTED TO FIGHT  
 ON COULD I LOSE? I HON DID I LOSE? I  
 NEVER SEEN ANYTHING LIKE IT THEY CAME IN THE  
 VOROVES IN BARONS BARS IN FORDS SPUNNING A  
 HARDY BOSSMAN AND THERE WERE MORE TO COME  
 MUST BUILD THE ULTIMATE WEAPON OR ILL NEVER BE RID  
 OF THEM ALL AN ESSENTIAL PURCHASE. ALSO FE  
 AND YOU'RE MISSING SOMETHING SPECIAL - DEAR



"WIZARD BALL IS  
 WIZARDRY IN THE  
 BEST RELEASE  
 SO FAR THIS  
 YEAR. THE GRAPHICS  
 SOUND AND GENERAL PERFORM" FROM WILL BE SECOND TO  
 NONE AND COMBINED WITH THE FUDGE IT'S FITTINGNESS  
 TO DETAIL AND THE COMPREHENSIVE SERIES OF BONE  
 INVENTIONS, YOU END UP WITH SOMETHING DIFFERENT  
 SPECIAL ZONE DELAY SO TO YOUR SOFTWARE SHOP AND  
 BUY THE RETAILER, FINITLY WANT A COPY OF WIZARD  
 SO THAT I CAN GO HOME AND PLAY IT FOR MYSELF.  
 MISS THIS AND YOU'RE MISSING THE  
 BEST PROGRAM OF THE YEAR 1984"

# Hard-to-get you play !!



MUTANTS: SPECTRUM CASS £7.95, COMMODORE CASS £8.95  
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 DISC £12.95, AMSTRAD CASS £8.95 DISC £14.95.

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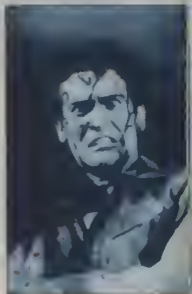
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## C+VG team

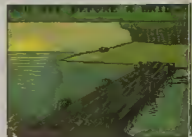
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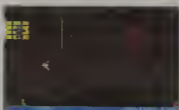
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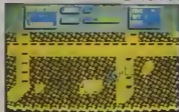
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● TRIO HIT-PAK/P38



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## Inside Story

What secrets hide behind MASK? Don't rely on face value. This issue un-masks MASK to expose the secrets of Gramfin's latest. Miss it and you'll be spitting VENOM. The secrets of James Bond and The Living Daylights are also exposed as well as the chance to win the Bond Arcade Machine. How can you get your hands on £10,000? Design a great game, that's bew with Prism's mega money competition. Don't let money slip through your fingers. Join us for a Night into fantasy, a new feature which is beyond imagination. Read our magic Wisball Players Guide, join us at the movies and enjoy for another Atari ST Special. Convinced? Thought you would be.

*Tim*



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● ATARI ST SPECIAL/P100



● GOSSIPING CAMELS/P122



● MEGA MONEY/P114



● MASK PREVIEW/P88

# JAPAN has a word for the



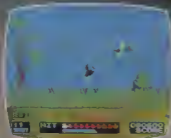
**BASEBALL II** It's the most realistic baseball game outside of a ballpark!



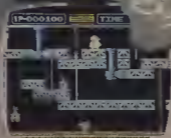
**HOGAN'S ALLEY** Use your Zapper light gun to shoot the gangsters.



**CLU CLU LAND** The evil Sea Urchin has hidden the gold in an underground mystery maze.



**DUCK HUNT** There's a duck in the air! You've only got five shots to bag this duck. And if you miss it, you'll jog through it in this first-action Zapper Gun game.



**GYROMITE** You've got to keep R.O.B.'s gyroscope spinning to help mad scientist Dr. Arctive the Dymite in his laboratory in order to play this action-packed game!



**GOLF** Choose your clubs. Control your swings. Select the angle of every shot. It's Nintendo GOLF and there's not a video golf game so good with it anywhere!

For the first time in the UK direct from Japan comes Nintendo, the home entertainment system with genuine arcade-quality graphics. Nintendo make 2 out of 3 of all the world's coin-op arcade machines, so they know what they're doing. And already, in Japan 9% million homes have a Nintendo home entertainment system.

Now you can enjoy the amazing 52 colour 3-D graphics of Nintendo. (On most home computers, you've been lucky to get 16 colours until now!) Nintendo's superb graphics give the games a convincing true 3-D feel with actual shadows which add depth to the characters.

Already there are 27 Nintendo Game Paks available in the UK and more are being added to the software library all the time. But there's even more to Nintendo than the best games you've ever seen...

## Nintendo Entertainment System

For the first time, home entertainment enters a new dimension.

Because when you own a Nintendo entertainment system you also get a buddy to play with, a Robotic Operating Buddy to be exact (or R.O.B. to his friends). He's your partner. Seal him next to you, send him signals from your tv screen and together you can tackle the enemy.

## The Zapper Gun

Never before has there been a video gun of this calibre. The astonishing light sensitive Zapper Gun lets you shoot moving targets with pinpoint accuracy from up to 16 feet! If you think you're a sharp shooter the Zapper Gun will test your skill to the full.

## Nintendo or Super Nintendo, the choice is yours.

Which set do you want? NINTENDO's superb high-quality action costs £99.00\* for control deck, mains transformer, two hand controls, and one free Super Mario Bros Game Pak, DELUX NINTENDO costs £159.95\* for the amazing Zapper Gun, R.O.B., and two free games, Gyromite and Duck Hunt.

# ultimate video game...

# Nintendo™



## Where you can buy Nintendo

Nintendo is available from the stockists featured. If you have any questions or have difficulty obtaining the product, write to HiTech Electronic Services Ltd., Unit 2B, 200 Rickmansworth Road, Watford WD1 7JS. Or 'phone: 09232 41811.

Hamleys  
Jenners  
Toys 'R' US  
Grattans  
Littlewoods Mall Order  
Freemans Mail Order  
Kay's Mail Order

Empire Stores Mail Order  
Gloucester Toy Shop  
Alders Department Stores  
Toy & Hobby  
Argos Superstores  
Telegames  
Computer Maglc

Arding & Hobbs  
John Farnon  
Willis Ludlow  
Selfridges  
Telebank  
Harrods

See Nintendo demonstrated at Harrods, or at Selfridges computer department, Oxford Street, August 3rd - 8th, and Hamleys of Regent Street, London, August 10th - 15th.

\*Recommended retail price





■ **Zounds!** A 3D vector graphic arcade adventure from **Martech Catch 23** puts you on the spot as a futuristic mercenary out to steal plans for a revolutionary orbital interceptor code-named the **CK 23**.

Able to take off the land like any conventional aircraft, the **CK 23** can be in orbit ready to blast back into the atmosphere at frightening speed, to intercept and destroy enemy missile and laser weaponry. The **CK 23** test development site is the most secret and heavily guarded military complex on earth. Situated on a lonely and now deserted island, it is guarded by armed patrols, tanks, electric fencing and surveillance cameras. The island is also cross-

crossed by a shuttle network which used to allow rapid transport for the now departed civilian workforce. It is your mission to explore the island and find the heart of the development complex. Once there you must steal the design of the **CK 23** and then set a time delay mine in the nuclear reactor. The action takes place on a moonless night, hence you have been provided with a military image enhancer. Using advanced 3D vector graphics, the player sees an accurate representation of his world as he moves within it.

**Catch 23** will sell for £6.95 an cassette, with the 64C disk retailing for £12.95 and the Amstrad disk £13.95

■ Can you, ever ever have enough of games? Well, the **Epyx** folks can't, that's for sure. They've got **Summer Games**, **Winter Games**, and who-knows-what-else **Games**. Where can they turn



to now to excite the players? Where can they find an entire spectrum of unusual activities? Where else, but the zany, goafball world of California, says **Marshal M. Rosenthal** Here's **California Games!** "Having lived in California for over 10 years, I can tell you the

citizens there do some wacky things. You'd expect the sports to be a bit weird as well. Too true, but then, that's part of the charm.

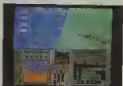
■ **California Games** takes place in a number of locations throughout the Golden State—Hollywood, Berkeley.

"Try surfing against a gnarly wave as the spray stings your eyes, or taking on the champs in a flying-disk tournament—we used to just call them Frisbees.

"Then there's roller skating, fatbagg, even BMX bike racing.

"The half-pipe skateboard competition is a real hoot. "Up to eight players can participate, and the joystick is used to do everything, but put in your name. So invite a bunch of friends over, put on your shades, cover-up with suntan oil and hit the waves. Just be careful you don't bump your head on your 64!"

■ Here's a sneak preview of two new, hot games coming from **Micropace Projects**. **Stealth Fighter** put you in the cockpit of the top-secret "radar invisible" American jet fighter. Unlike a



Cessna, this baby comes complete with a full armament of weapons for air and ground attack. But your biggest weapon is the stealth capability.

On-board instrumentation includes a comprehensive "heads up" display, two CRT computer screens, enemy targeting devices, and tons more. All with joystick/keyboard commands and a 3D perspective view first pioneered in the highly successful **Gunship**.

The many scenarios included (each with various levels of difficulty) range from surveillance mission, to hot and heavy combat.

**Airborne Ranger**, is more arcade-oriented, and success will often depend on quick reflexes and accurate shooting eye.

**Project Stealth Fighter** will initially be available for the Commodore 64/128, as will **Airborne Ranger**.



■ Val is a writing editor but you another amazing feature last month thanks to the truly wonderful people at **Mastertronic**. He beat all the rest of the VG romances who attempted to get to their sports car race. **Mastertronic** were sponsoring one of the all taking part in this, a thrilling event a Tigo Volvo driven by the Renegade Tryggve Gronow and British pilot Andrew Ruh life. Thanks to the underrated Volvo engine the car unfortunately did not qualify for the race, but another Tigo carried the **Mastertronic** stickers throughout the race—well, until

nowhere in a race morning on Sunday. Anyway the race ran from 10 o'clock on Saturday so, on Sunday afternoon, with the car is racing through the night, the fans were hoping for a good win, but the three English cars

suffered a few mishaps only one finished in fifth place. Winner was British driver Derek Bell in a Porsche. The **Mastertronic** car was headed on by an intrapud bunch of software people from the budget company plus a couple of magazine writers.

And you can help support them by becoming an exclusive

**Mastertronic Team Le Mans** T-shirt. We've got five special Le Mans shirts to give away to the first five people who send in a picture telling us the name of the first Le Mans driver who is featured on the **Mastertronic** T-shirt. The winners will also get a copy of **Formula One Simulation** in their T-shirt. Address your entries to **CompuLink and Video Games**, **Mastertronic Le Mans Competition**, Priority Mail, 3D, 12, a Singleton, Lane, London, EC 9 3AJ.

### C-VG/Mastertronic Le Mans Competition

Name \_\_\_\_\_  
 Address \_\_\_\_\_  
 T-shirt size: S/M/L Machine owned \_\_\_\_\_  
 The driver who has scored the most Le Mans victories is: \_\_\_\_\_





■ **Considered Virgin boss Richard Branson** will recently smash the speed record for crossing the Atlantic by boat in order to undertake another death-defying challenge.

This time it's to become the first to fly a hot air balloon across the Atlantic. Accompanying him are the Atlantic Accompanymen. Branson explains why he's taking on the **Trans-Atlantic Balloon Challenge**.

"We had a word with military Pat Mitchell in the airport that an Atlantic ever made. Virgin Atlantic Flyer, and they will fly at 7,000 ft, I feel I am the Sagrada Mountain in Monte, North America to Europe.

The balloons are 100 ft high, been stamped by anyone. The balloons are made of high-tech material, volume of 1,000 cubic feet. The balloons are 100 ft high. The material is made of a 1.5 ton ball. The material of the balloons is 100 ft high. It's really they are going to be in an altitude, pressure capsule with vertical seats, enable them to reach giddy heights of 10,000 and 15,000 feet if the weather is low.



The biggest fear for the expert pilots is that it is not as filled as it can be. Normally the amount of propane needed is 100 gallons. In order to save it, the balloons are not be able to get off the ground. The speed, more of the balloons is

to get the balloons to get off the ground. It's really they are going to be in an altitude, pressure capsule with vertical seats, enable them to reach giddy heights of 10,000 and 15,000 feet if the weather is low.



eliminate aircraft ramps, into the sky by dropping propane tanks. The balloons are 100 ft high. The material is made of a 1.5 ton ball. The material of the balloons is 100 ft high. It's really they are going to be in an altitude, pressure capsule with vertical seats, enable them to reach giddy heights of 10,000 and 15,000 feet if the weather is low.

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48 and Amstrad Alpha 4.0. The price is £12.95.

■ The night to musclemen **Arnold Schwarzenegger's** new film **Predator** have been snapped up by **Activision/System 3** for release sometime in November.

In the film, which has just opened in America and is reported to have taken \$12 million in its first three days, Arnold plays a man on a mission to rescue hostages held deep within a South American jungle. A tough task but things get worse. An alien is apparently following him! Is that bizarre? Too right. More news and pics as and when.



Want a greater challenge? Then brave the trials and tribulations of the 1-6 race 1986 Formula One Grand Prix season.

There's a lot more to F1 racing than just sitting in the driver's seat. A wind tunnel is useful for testing the car's aerodynamics, and frequent test and practice sessions will help iron out the car's problems.

A first-person perspective looks ahead. The course becomes, authentic down to scenery and weather conditions. Run the gamut of seven other cars, each of them to contenders possessing his own distinct personality and driving style.

Ferrari Formula One really shows off what the Amiga can do, with an incredible array of graphic and sound effect. Once you buckle up, you won't want to shut that engine off.

■ **Academy, CRL's** smash space game, has made the transformation to the **Atari 512**, price £19.95.

If it you play a trainee skimmer

plot enrolled in the top training school of the Galactic Academy for Skimmer Pilots. You will learn to design your own space ship and participate in many classes—all so secret that they can only be revealed to qualified skimmer pilots.

On graduation from the Academy you will take the top spaceship you have designed on 20 missions, encountering aliens and practising the top secret theory learnt at the Academy.

■ **Remember Palters?** Those cute furry robot cats and dogs created by Alan Boulder and all-round whizz-lead Nolan Bushnell. Well, he's been at it again. Our spy in the US tells us that Bushnell has unleashed **Tech Force** on the world. These are a whole bunch of remote controlled vehicles armed with laser-guns.

One player can challenge computer controlled opponents or two players can fight it out between them. You can fight in real-time or program the vehicles to make pre-determined strategic moves. The vehicles are controlled from computerised Command Bases which look like ZX81 computers with an antenna stuck on. The laser beams disable the vehicles for a programmed length of time and up to 16 Tech-Force units can be controlled from an Command module.

■ **Enter the Armageddon Man.** And no, it isn't Mr Ronnie Raygun — but it does involve someone with his finger on the red button that will blow the world to bits. The Year is 2032 AD. There are now 16 nuclear superpower nations, each with the capacity to trigger the final destruction of mankind. Together they have formed a desperate alliance — the United Nuclear Nations and have financed and built an enormous network of spy and laser defence satellites. Control of the network resides in an enormous and sophisticated satellite codenamed Olympus. Control of Olympus is down to the Supreme Commander — The Armageddon Man, who holds the world in his hand.

As The Armageddon Man begins must reduce the chances of war between enemy countries by monitoring an equal balance of power and resources.

If the unthinkable does ever happen, you will have to deploy laser defence satellites to reduce civilian casualties to a minimum.

**The Armageddon Man** features advanced coin control, with all activity governed by the selection of the five main icons.

The package also comes complete with a colour vinyl map of the world (2032 AD edition) and vinyl reusable flags of each nation.

**The Armageddon Man** will set you back £12.95 on cassette, £14.95 for Commodore disc and £19.95 on Amstrad disc.



Pick any of 16 authentically re-created tracks. If you've o hankering to race around Monaco or Detroit go for it.

# MEGA-APOLCALYPSE

FIND STRANGE AND EXCITING NEW WORLDS

*then blast them to pieces!*

**Featuring:**

One player, Two players, Dual allies or Dual enemies. Five channel sound which utilises two separate speech channels with sampled dialogue and effects. Super fast 360° fire power. Collectable pods to enhance your spacecraft's shield, fire power, manoeuvrability and speed. Hi-Score, Ultra Score and Galactic Hall of Fame.

Credits:  
Program and sound effects by  
Simon Nicol.  
Graphics by Bob Stevenson.  
Music by Rob Hubbard.

Corrimodore 64/198. £8.95 cassette, £12.95 disc.

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**WOULD HE LEAVE HOME WITHOUT A  
LIFETIME WARRANTY ON HIS CONTROLLER?**



## **YOU SHOULDN'T EITHER.**

Whether you are out there flying an F-15 Strike Eagle, or performing heroic deeds as a captain of a submarine with Silent Service, you would be using Suncom's new TAC5.

Innovative MicroSwitch Array Technology makes all the difference. Our design lets us offer what no other joystick manufacturer has offered before - a Lifetime Limited Warranty\*.

A Warranty that is above and beyond our normal 2-year guarantee.

Over the last 5 years we have developed the strongest reputation for quality, reliability and performance in the highly competitive American market place. Now you can take advantage of our experience.

Only with TAC5 do you get a lifetime of guaranteed use.

The TAC5 is compatible with Commodore C64, 128, Amiga, Atari series of computers, Amstrad CPC range and Sinclair (with correct interface).

\*See website or call for the best fit specific conditions.

**The price is £13.99**



 **Suncom**

SUNCOM Microprose Software Limited, 2 Market Place, Tetbury Glas, GL8 8DA Tel: 0565 54326

# News



■ Have you got the right stuff? Find out with **Chuck Yeager's Advanced Flight Simulator** from **Electronic Arts**. Yeager was the man who was first to break the sound barrier in a jet powered aircraft—but it was kept secret for years as the Yanks thought it would be better that no-one knew.

Yeager's life story was featured in the brilliant film *The Right Stuff*—about the early Mercury space missions. If you haven't seen it, rush down to your local video shop and rent it today. And read the awesome book also called *The Right Stuff* by Tom Wolfe. Yeager has been heavily involved in EA's Right-sim and C+VG will be bringing you a preview of the game and an interview with the amazing Mr Yeager in a future issue. Apparently the Korean and Vietnam war veteran insisted that this flight-sim DIDN'T involve any shoot-'em-up elements.

radar and rearview indicators to help you watch for deadly attacks.

In **Maunthe Mick's Death Ride** the McCluskey gang are raiding the Trans-Canadian Express—Maunthe Mick must catch them, avoiding leaking tankers, grenades, loose mooses and coping with pitch black tunnels.

And in **Killer Ring**—see last month's *Hot Gossip* for full details you blast your way through the levels until you reach the spaceship—and then blast him.

All games available on cassette only for Commodore 64, Spectrum and Amstrad CPC.

## ■ Auf Wiedersehen Monty,

is not out for the 128K Spectrum. The 128's sound chip enables Monty to make male-like remarks—whatever they may be—when the screen changes.

■ **Cascade** games is following up its highly successful **Ace** combat flight simulation with **Ace 2**, due out in September

■ Grab your diary and make sure you make a date to visit the **Personal Computer World Show** at London's Olympia in September (23 to 27)

This year's show—the 10th—promises to be the biggest yet. All the top software companies will be there with all the latest games and, of course, the **Computer: Video Games** team will be there to come along to our stand and say hello

■ Programmer **Paul Smith** takes a well-earned break. But do you think those ghouts of software house bosses will let him Rest in Peace? Get back to work, growl the bloodsuckers

The gruesome twosome and Paul are actually trying to drum up a little publicity about his new game **Bride of Frankenstein** released on new **39 steps** label.

In the game you must revive your beloved Frankenstein before the wedding day by robbing graves and crypts, in search of a pair of lungs, kidneys, a liver, a brain and a good heart to bring your horrible hubby to life.

First you must find the tools for you grave robbing expedition—a spade to excavate graves, a pick-

axe for opening crypts (and for fending off nixies), and a lamp to light your way.

Lost souls wonder restlessly, imprisoned in the dungeons. Your heartbeat will tell you how much stress you are under

**Bride of Frankenstein** will be out on Spectrum, Amstrad and Commodore.

Next from Paul will be **Werewolves of London**, in the autumn. Will it be a howling success.

■ **Silent Service**, MicroProse's submarine simulation service game, is about to surface in the arcades. **Billy Sante** are converting the game for the coinops

■ **The Power House** has compilation tapes for the Spectrum, Commodore and Amstrad each with eight games for the price of £9.99.

The Spectrum tape features **Cyrox**, **Timeflight**, **Sword and Shield**, **Hercules**, **Slingshot**, **Tomb of Syrinx**, **Oddball** and **Sqjlit**

The Commodore compilation contains **Gods and Heroes**, **Yeminator**, **Aftermath**, **Return of the Space Warrior**, **Hercules**, **Sqj**, **Xenon Ronger** and **Gun Runner**. And the Amstrad version features **Bornier Reef**, **Corridor Conflict**, **Nakamoto**, **Freedom Fighter**, **Nocturne**, **TimeLord**, **Wrath of Olympus** and **Amstrad Shuffle**.

Power House has also released two utility programs for the Spectrum and Commodore. Both entitled **How to make the most out of your computer**, the Spectrum tape features **The Adventure Builder** and **Arhwox**, while the Commodore utility features **Vidicom** and **Ultrakit**. Both utilities will retail for £9.99

■ Father and son **Ian** and **Andrew Beggs** pose outside Wembley Stadium with **Football Manager** creator **Kevin Tomes**.

They won first prize in the **Addictive/Prism Leisure** competition for those who bought the ever-popular game. And that was a day out with Kevin at the

recent FA Cup Final.

But it was bad news for Ian and Andrew who are both Tottenham supporters. Spurs, as you may remember, lost to Coventry by three goals to two.

"Although Spurs have achieved great success in Andrew's living room, including the double, his first actual trip to Wembley didn't produce the scoreline he was looking for," said Kevin T, after the match. "I think, though, judging from the look on his face, that Andrew enjoyed just being at Wembley for real."

Ten runners up will each receive a selection of the Addictive's games along with Kevin Tomes. They are: **Christopher Hannson**, Gwent; **Paul Robinson**, Perthshire; **Richard Scotney**, Burton-on-Trent; **Steve Tanner**, Redditch; **Julian Allard**, Exeter; **Kevin Kennard**, London SW2; **Paul Hildson**, Halifax; **Graham Hulton**, London E2; **David Connor**, Liverpool; **Christine Walkden**, Manchester.



■ Anybody spot C+VG's **Hot Gossip** **Tony Tokoush** on **Channel 4's** trendy **Yokouchi**

lunchtime show **Howork 7?** Old mega mouth was on their spouting on about the "addiction" of playing computers and giving a run down of some of the more controversial games of the past few years.

Talking of multi-media stars, brings us to **Keith Campbell**. Listeners to **London Broadcasting Company's** computer show can hear Sunday afternoons would have heard **KC** on the show's semi-regular adventure helpline phone-in solving game problems with his usual ease.

However **Paul Coppins** failed to make the show because of the annoying problem of cancelled trains. It's the first problem Paul hasn't overcome in years!

■ Five major retail chains are now selling the **Mostertronic**—dubbed **Sega** games console. They are **Kat**, **Store**, **Fine Fare**, **Comet** and **Gateway**. **Woolworths** is also selling the machine in selected stores.

The basic **Sega** kit sells for £99.95. Games are available on car and cartridge at £14.95, £19.95 and £24.95.



■ Nineteen-year-old **Colin McClinton** from Belfast is the **World Elite Champion**! Colin beat off a challenge from American **Fred Bayer** in London's West End recently. Both started the championship game with 3000 credits, a single beam laser and a Dangerous rating. Both were given eight hours to win—but one hour from the deadline the US challenger threw in the towel and handed the world title to Colin. The winner will be starting a grand tour of the States later this year as part of his prize. **EA**, now an incredible three years old, is still the world's biggest selling game. Versions for the **IBM**, **Atari** and **MSX** are on the way and will feature enhanced features. World champ Colin is pictured (right) with challenger **Fred**, who came from Portland, Oregon.

■ **Reaktor**, **Ariolosoff's** £4.99 budget label issues three new ones, **Deodringer**, **Mounthe Mick's Death Ride** and **Killer Ring**

*Deodringer* is a three dimensional race in space, with

# THE FOX IS BACK!



# S.T.A.R.F.O.X

Star Trek: Voyager  
The Starfighter  
The Starfighter  
The Starfighter





### GAME OF THE MONTH

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### C+VG HIT

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### THE REVIEWERS

TIM METCALFE

The Ed man wields the feeblest joystick of all. When his word is heard you better listen.

PAUL BROUGHTON

Shouts from the lip. Likes zip in his cup.

LEE BRATHWAITE

Radio Lancashire's ace games man, always ready to air his views.

CHRIS GAIN

The Antje man. But Cain is able to be persuaded that 64 isn't near retirement age.

DAVID BISHOP

As an Amstrad fan, The Bishop preaches what he practices. He is also full of praise for the Atari ST.

STEVE BADSEY

The Doctor reports from the frontlines about war and strategy games.

NICKY TREVETT

Revolving Nicky has the knack with the BBC.

BRIAN WEBBER

Sees all, hears all, plays all.

JERRY MAIR

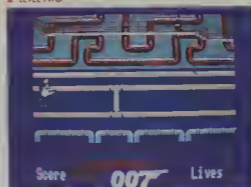
Games expert Mair has the Atari 8-Bit between his teeth. Something he XIs at.



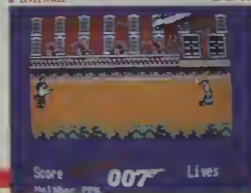
▲ LEVEL ONE



▲ LEVEL TWO



▲ LEVEL THREE



- MACHINES: AMSTRAD/CBM 64/AMIGA/SPECTRUM/BBC/ATARI/MSX
- SUPPLIER: DOMARK
- PRICE: £9.95 AMS/CBM/£9.95 SPEC
- VERSIONS TESTED: AMSTRAD
- REVIEWER: PAUL

My name is Bond. James Bond. Double O Seven. Licensed to Kill. And I'm going to scare The Living Daylights out of you.

Well we all have dreams don't we. Here I am sitting at the computer, dressed in white dinner jacket, bow tie and trousers with a crease you could cut your nail on.

Dum diddy dum dum, dum diddy dum diddy dum diddy, de de de de...

Ah yes, the good old Bond music airs the blood. Not like the awful A-He theme song on which the game is based.

Talking of the film, here's the plot. It adds a bit of colour to the game.

James Bond has recently returned from Gibraltar on exercise to be sent on a new mission to Bratislava, masterminding the defection of KGB General Koskov.

Despite an attempt on his life by beautiful Czech Cellist Kara, Koskov is eventually brought safely to London.

Unfortunately Koskov is abducted by Necros, a ruthless killer. M, Bond's boss,

suspecting the KGB, sends Bond to serve a termination warrant on General Pushkin, who is known to be in Tengers with a Trade Delegation.

Before doing this, Bond decides to return to Bratislava to try to get closer to Kara. He does this and discovers Kara is an innocent victim of the Russian General. He also learns of Koskov's involvement with international Arms Dealer Brad Whiteaker, in true 007 style, Kara is rescued and taken to Vienna where she succumbs to the Bond charm.

Together with Kara, Bond moves to Tengers where he eventually confronts General Pushkin in his Hotel. They plan together to trap Koskov and Whiteaker.

Bond and Kara are taken prisoners by Koskov and flown to Russian occupied Alghjastan, but it is not long before Bond breaks free with Kara and Kamren Shah, the leader of a group of Alghjan freedom fighters. Together they find out what Koskov and Whiteaker are up to — smuggling raw opium.

It is obvious they must be stopped, so the support of Kamren's rebel group they overcome the mass of Koskov's troops and allies in an attempt to prevent the Opium leaving the country. The final mopping up is left Whiteaker's Tengers villa.

Before each level Bond can choose a weapon. The screen is set in gadget wizard Q's laboratory. The range of weapons varies from level to level, they include, gun, bazooka, knife etc. You have just five seconds to select the

**C+VG**

# The Living Daylights



weapon. Making the right choice will help you get through the level. Making the wrong one won't make it impossible, just a little more difficult.

The playing area is split into three sections. Foreground, mid-ground and back ground. Each scrolls left to right at a different speed.

Bond himself can run, jump and roll. When shooting, a gun sight appears. This you can move around to hit get the villains and Bond's gun arm will automatically follow. Hitting the fire button activates Bond's trigger finger.

The game levels are as follows:

**LEVEL ONE — GIBRALTAR** Bond begins his adventure with a test of the defences on the island of Gibraltar. He must match his wits against the skills of the SAS.

**LEVEL TWO — THE LENIN PEOPLE'S MUSIC CONSERVATORY** You must get the Russian defector Koskov away from his KGB guards without injuring any of the music lovers enjoying the show. Inside, Koskov will follow you but it is up to you to defend him from the snipers who appear all over the building.

**LEVEL THREE — THE PIPELINE:** Now you must smuggle Koskov past the pipe workers and send him on a way down the Trans-

Siberian pipeline.

Watch out for the Russian guards and the added danger of falling pipes.

**LEVEL FOUR — THE MANSION HOUSE** Once you have managed to rescue Koskov somebody wants him back! The ruthless killer, Necros tries to snatch Jim back from the British Secret Service.

**LEVEL FIVE — THE FARGROUND:** You have to meet your fellow agent but Necros, now even more desperate, has followed you and he has orders to kill!

**LEVEL SIX — THE TANGIERS:** Your mission to find the missing Koskov takes you to the rooftops of Tangiers where you must battle for your life.

**LEVEL SEVEN — THE MILITARY COMPLEX:** Trapped in the desert of Afghanistan in the middle of a Russian Air Base.

No problem for 007!  
**LEVEL EIGHT — WHITAKER'S**

**HOUSE:** You finally meet the Master mind behind the dastardly plot — Brad Whitaker the American Arms Dealer and military historian. He unleashes all the power of his arsenal against you, you must fight through to reach him.

After the rather sorry effort which Domark released as *A View to a Kill*, they vowed that *The Living Daylights* must be good.

Well it must be said that their latest Bond outing is considerably better. But that wouldn't be too hard. When it comes down to it, this is really just a scrolling shoot-'em-up which could be fixed to any licence or name. That doesn't make it a bad game. It is in fact quite playable and enjoyable.

- ▶ GRAPHICS 8
- ▶ SOUND 7
- ▶ VALUE 8
- ▶ PLAYABILITY 8



Score 007 Lives



Score 007 Lives

LEVEL SIX



Score 007 Lives

▲ LEVEL SEVEN

▼ LEVEL EIGHT



Score 007 Lives



# REBEL

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Produced by Gung Hui V

Commodore 64/128 Spectrum **9**

Wally World 101



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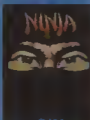
# WOOLWORTHS

## TOP 30

### COMPUTER SOFTWARE

JULY 1987

POSITION	TITLE	SOFTWARE HOUSE	MACHINE TYPE	PRICE
1.	Last Ninja	System 3	C64	9.99
2.	Barbarian	Palace	Spectrum	9.99
2.	Enduro Racer	Activision	Spectrum	9.99
4.	6 Pack	Elite	Spectrum	9.95
5.	Wonderboy	Activision	Spectrum	9.99
5.	6 Pack	Elite	C64	9.95
4.	Barbarian	Palace	C64	9.99
8.	Enduro Racer	Activision	C64	9.99
9.	Army Man	Ocean	Spectrum	7.95
10.	Wrestling Games	U.S. Gold	Spectrum	8.99
19.	Metrocross	U.S. Gold	Spectrum	8.99
16.	Saboteur 2	Dumell	Spectrum	7.95
13.	Wonderboy	Activision	C64	9.99
14.	Alien Max	Ocean	Spectrum	7.95
15.	F15 Strike Eagle	Micomsoft	Spectrum	9.95
16.	Metrocross	U.S. Gold	C64	9.99
19.	Gremlin	U.S. Gold	Spectrum	8.99
16.	Leaderboard	U.S. Gold	Spectrum	7.95
19.	6 Pack	Dumell	C64	9.95
20.	Auf Wiedersehen, Hitler	Gremlin	Spectrum	7.99
19.	Enduro Racer	Activision	Amstrad	9.99
22.	Senza	Finsbird	Spectrum	7.95
23.	Knight's Cross On	Imagine	Spectrum	9.95
19.	Auf Wiedersehen, Hitler	Gremlin	C64	9.99
25.	Quarter	Activision	C64	9.99
26.	Konami's Castle	Imagine	C64	9.95
27.	Popeye	Elite	Spectrum	7.95
28.	Shadows of Horror	Melbourne House	Spectrum	7.95
27.	6 Pack	Elite	Amstrad	9.95
30.	Shadows of Horror	Melbourne House	C64	8.95



AMSTRAD

ATARI

# WOOLWORTHS

*A Great Deal in Entertainment*



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\*Price subject to availability

COMMODORE

SPECTRUM

AMSTRAD



- ▶ MACHINES: C64
- ▶ SUPPLIER: ARIOLASOFT
- ▶ PRICE: £9.99
- ▶ VERSIONS TESTED: C64
- ▶ REVIEWER: CHRIS

Yet again Tony Crowther and co hit us with another 'Classic' game, or so the inlay card says. Kit Crowther has been author to a fair number of good games, but it seems he may have lost his touch.

Gobots is not what I'd call a Crowther classic. It lacks the pulling power, graphical quality and other Crowtherish features which made *Son of the Sorcerer*, *Pretty Pigeon* and *Trap* such great games.

The Gobots are machines which can transform themselves into various types of vehicle at the drop of a hat. Each one has his/her (what sex is a robot?) own type of vehicle, be it plane, tank or scooter.

Most of you probably know this already, because I have characters have their own cartoon series, which I must confess I haven't actually seen.

The plot of his career, entitled 'The Moebius Strip', is all about an evil Prof. who plans to destroy the Gobots once and for all. His plan is to capture the

## Challenge of the Gobots



Gobots' human friends, and when they come looking for them, he will zap them with his new booms.

Having sent two evil henchmen out to get the humans, they return to their master with an extra gift: the

powerful Gobot called Turbo who is, for the present time, out cold.

Well, to cut a very long and extremely tedious story short, the Gobots come to rescue their buddies. One gets captured and turned against his pals, and another discovers that he has the power to produce clones of himself.

Using this new found and amazingly handy skill, Leader One comes up with a plan, which goes something like this. Step one: Drop a clone into the nearest base. Step two: Watch it explode. Step three: If there are no humans around, repeat procedure — if there are, pick 'em up!

This is where you actually get lost, enter the game. Using your joystick to manoeuvre a very wobbly Loader One, you must stoop up the Scoot or clones and attempt to drop them into the nearest base.

But, needless to say, it's not that easy.

Whilst you're attempting to demolish the base, attacking daddy Gobots, called Cop-ters or something like that, will try to stop you by crashing into you.

Flying your Gobot around is really no easy task in itself, as the controls are a far too sensitive, and I found myself constantly crashing into the planet.

You may also land on the surface of the planet, and there you can dig large rocks which, if thrown at oncoming traffic,

is seems so at first that Ariolas has blessed this, usually you get a thoroughbred from the great Ariolasoft stables, but this I'm afraid is just an old nag.

- ▶ GRAPHICS 7
- ▶ SOUND 7
- ▶ VALUE 7
- ▶ PLAYABILITY 7

## Slap Fight

- ▶ MACHINES: C64/ SPECTRUM/AMSTRAD
- ▶ SUPPLIER: IMAGINE
- ▶ PRICE: £7.95 (Spectrum)/£8.95 (C64/AMSTRAD)
- ▶ VERSIONS TESTED: C64
- ▶ REVIEWER: PAUL (and a lot of readers)

It was a tough test. Perhaps the toughest test we've put a game through so far — trial by C+VG readers.

The venue was the Commodore show at the Novel in London. As usual the

C+VG stand would surge for most of the time. So I loaded up *Slap Fight* and let the people play and play.

And judging from the reaction to Imagine's conversion of the Tai to Com-ed, it's a winner. Comments ranged from "Wow! It's great!" and "fantastic" to "get off it! omg!" I think they liked it.

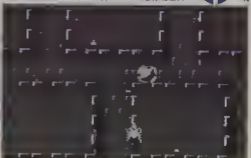
So what do you get? Space shoot-'em-up, horizontal scrolling landscape. Aliens. Lots of them. Enough said?

As you get into the game, the more lethal the attack waves get. Kill some aliens and they

deposit a star. Pick it up by flying over it and it lights an icon at the bottom of the screen. Kill the space bot and the slap fighter gets that icon's ability. The more stars, the more icons. These give you more speed, side shots, wings and bombs.

And that's a Simple. Smooth. Very addictive. A winner. And if I find out who it was that wrote chopped me when I wasn't looking, I'll call down the curse of C+VG on them.

- ▶ GRAPHICS 8
- ▶ SOUND 8
- ▶ VALUE 8
- ▶ PLAYABILITY 10





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Screenshots stolen from the ATARI ST version  
\*Some versions do not contain graphics. Please check before purchasing



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# JAMES BOND 007<sup>™</sup> IN THE LIVING DAYLIGHTS THE COMPUTER GAME



ALBERT R. BROCCOLI  
Presents

**TIMOTHY DALTON**  
as IAN FLEMING'S  
**JAMES BOND 007<sup>™</sup>**

## THE LIVING DAYLIGHTS

Starring **MARYAM D'ABO**, **JOE DON BAKER**, **ART MALIK** and **JEROEN KRABBE**

Production Designer: **PETER LAMONT** Music by: **JOHN BARRY** Associate Producers: **TOM FEVSNER** and **BARBARA BROCCOLI**  
Produced by: **ALBERT R. BROCCOLI** and **MICHAEL G. WILSON** Directed by: **JOHN GLEN** Screenplay by: **RICHARD MAIBAUM** and **MICHAEL G. WILSON**

**DM**  
DOMARK

Amstrad CPC, PCW  
C BM 41 Action  
Spectrum 12128 Plus 2.1  
BBC B & Master  
Acorn Risc  
MSX

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- ▶ MACHINES: SPECTRUM/AMSTRAD/MSX
- ▶ SUPPLIER: ULTIMATE
- ▶ PRICE: £5.00 (SPECTRUM)/£5.99 (AMSTRAD/MSX)
- ▶ VERSION TESTED: AMSTRAD/SPECTRUM
- ▶ REVIEWER: PAUL

Quite honestly I'm at a loss. Mystified. Confused. Stumped. How the hell do you get off the first screen of this game?

Since the latest offering from the tight-lipped mystery men from Ashby de la Zouch arrived in the office, I've kept returning to it every few days. And I get absolutely nowhere. I've watched other people try to play it. And guess what? I've still not seen anything other than the opening screen.

There's a whole new game lurking in my computer but I can't find it. So this "review" will tell you the game's about and what happens on the first screen.

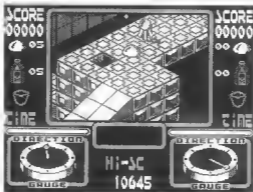
The evil wizard Vadra controls the ancient city of Irkon. The inhabitants have been imprisoned and have been turned into a blob. Huge bottles have been constructed which ooze bubbles — which turn into strange mutant creatures. Hence the title *Bubbler*.

But life's not all bad for you as a blob. You can move and spit fire globules at your foe.

Around the city are magic

corks, hidden under trapdoors. Find all these corks, to bung in the bubblers and Vadra's powers will be ended.

The game is — as far as I can judge — like *Marble Madness*



# Bubbler

and *Spindizzy* to look at, all ramps, causeways and platforms over which you must guide the blob. The starting point of the game is a platform with what appear to be two exit ramps, up which you must travel to exit the location. The trouble was that I just couldn't get any control over the blob. It

seemed to have a mind of its own and a sense of direction which kept taking it off the platform and into the black void beneath. Losing lives as quick as I did meant *Game Over* coming up with tedious regularity. I did actually manage to get halfway up each ramp but just couldn't make it to the top. Very frustrating.

Meanwhile a strange array of

creatures floated through the screen including crabs, binary bubbles and various spinning objects. *Bubbler* looks nice, sounds intriguing and is certainly challenging.

- ▶ GRAPHICS 7
- ▶ SOUND 7
- ▶ VALUE 7
- ▶ PLAYABILITY 7



# The Fifth Quadrant

- ▶ MACHINES: CSM 64/AMSTRAD/SPECTRUM
- ▶ SUPPLIER: BUBBLESUS
- ▶ PRICE: £5.95 CASSETTE/£12.95/DISK
- ▶ VERSIONS TESTED: CSM 64/AMSTRAD
- ▶ REVIEWER: PAUL

*Bubble Bus* has always been known for huge, sprawling games. Remember *Sherlocke*? Well now there's another mega maze offering with *The Fifth Quadrant*, around 230 rooms and locations to explore.

Once again we set off into deep space. The Galactic Survey Vessel *Orion* is on a mission to explore and map the galaxies of the Hercules Cluster. After 20 years of work just one sector remains.

The crew put themselves into suspended animation and set off to go boldly where no one has boldly gone before. And then they get the Zimms. No,

it's not some intergalactic space diasea but a force of alien mechanical beings who infiltrate the *Orion*. When the crew regains its wits after waking from its space sleep, they find the ship's systems have been terminated and the computers reprogrammed in an alien language.

As the ship's energy drains away the crew must try and regain control of the *Orion*.

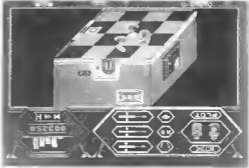
To do this you have four robots under your control which must be used to explore the ship, access lifts to different levels.

Each robot has its own identity. They are SLOG, ship's captain and pilot, PLOT, navigator, KNUT, engineer, and BODD, the crewman. KNUT, in fact, is locked in prison when the game starts and the others must free him.

The computers are scattered throughout the ship.

While not the most original idea, *The Fifth Quadrant* is a very playable and should appeal to all those who like problem solving, three dimensional maze games. Nice graphics.

- |               | CSM 64 | AMSTRAD |
|---------------|--------|---------|
| ▶ GRAPHICS    | 7      | 8       |
| ▶ SOUND       | 7      | 7       |
| ▶ VALUE       | 7      | 7       |
| ▶ PLAYABILITY | 8      | 8       |



► MACHINE C64  
► SUPPLIER VIRGIN  
PRICE: £3.95  
► REVIEWER TIM

What ever the result of the election YOU can change it thanks to *Vitain's Election!* Double dealing, scandals, slurs and back-stabbing — all the fun of an election campaign without the party political broadcast! There are around 100 intelligent characters featured. From lowly minion to charismatic party leader, each varies in intelligence and personality attributes. Many of the others are just as ambiguous as you and while you go about the business of rallying support, you must keep a careful eye on all the others.

The Queen doesn't compete for followers and will not stoop to slurring under any circumstances. Likewise she does not respond well to these tactics.

Tokens take immediate effect. Sincerity and Hope increase your Credibility, which is your life-blood.

Objects include Gossip, Seam and Unliths which increase your unseen "slurring power". When you have decided slurring is the only way to proceed make sure you are ermed!

The Peenage, Rosette, Knighthood and Shains don't affect you but when given to your supporters it will increase their ambition, and their ability to carry out your orders.

# Election

The total electorate is comprised of 200 votes, 40 belong to the computer-controlled players and won by your interaction, the other 160 votes are won by careful placement of manifestos. You need 101 to win!

This game incorporates simulations of human personalities. The computer controlled characters' personality attributes are: intelligence, loyalty, emotions, aggression, changeability, ambition and gullibility.

Characters' intelligence increases throughout the game. Feelings of loyalty are similar and too, characters do change their allegiance and you can win them over if you try often enough and hard enough.

Loyalty has an interesting side-effect in that characters feel a certain loyalty for other characters of their "kind". Extremists have a degree of loyalty for other characters of their "kind". Extremists have a degree of loyalty for one another regardless of which party they follow.

Emotions are portrayed by how friendly a character is. The aggression factor measures the likelihood of the character to enter into slurring matches with others.

Changeability reflects each character's likelihood of changing political allegiance and contributes to their loyalty rating.

Initial ambition varies depending on the status of the character, it can be fuelled by your actions and those of other characters. The more ambitious a character becomes, the bigger the threat they are to you if they are not on your side.

Slurrability indicates the effectiveness of any given attack you may bestow on the opposition.

As Party Leader credibility is of the essence, you must keep it high, if it reaches zero, the game is up.

You will find Manifestos (marked "M") which you must take to your party H.Q. to adopt party colours, then drop them in any of the 16 special named locations in the game, this will immediately gain you 10 votes.

Options you can access via the joystick controlled menu include:

**Take** This option is automatic from the beginning of play but you may need to reselect it after using another option, or after certain approaches by other characters. You can lift tokens or objects this way, but you can only carry four objects any time.

**Drop** You may deposit Manifestos in special locations or merely drop objects you no longer require to make room for new ones. Only four objects can be placed on the screen at any time. Also be careful not to place two manifestos on a special location at any time or you will lose one!

**Give** You can choose to give incentives or objects to a character. You can confer on how much you give, remember you can increase supporters' ambitions and make them more able to give orders on your behalf, but you don't want to increase the ambitions of a supporter of any other party! Computer-controlled people will sometimes be quite generous when canvassing for you, so keep a pocket empty for contributions!

**Ask** Simple questioning can help you find out about a character, perhaps they may indicate how they intend to vote. Alternatively they may not wish to discuss anything with you.

**Slur** You may persuade a person to slur another on your behalf. You must first select who you wish to order, then once they have agreed to comply you must select the person you wish to receive the slurring. This may or may not work for a number of reasons.

The loyalty of the character you

have ordered is also important. They will be meeting others all the time who are bribing and canvassing just like you. Each order has a built-in boredom rating but luckily slurring is the most interesting order you can give. Very intelligent supporters will automatically collect Seam or Gossip or some such "weapon" to aid their slur campaign, but with a less intelligent person you may have to give them such an object.

**Convo** Send your supporters out to rally support for you in this way. You must select a supporter to give the order to and then indicate who the recipient is to be. You can disregard a lot of political lagwork this way. An "undecided" voter will be much easier to persuade than someone committed to another party. You could try sending several people to canvass such a character. When other characters canvass you they may be willing to give you objects they are carrying so keep a spare pocket!

You can force a character to actually resign by reducing their credibility to zero, but this could happen to you too! Any viable candidates will be disappointed as far as possible on the screen they've resigned (look for a banana!) or, elsewhere on the map.

When you select slur and person you are attacking, the screen border will turn yellow for the duration of the attack. Get as close as possible and follow them so you are continually making contact but keep a close eye on your credibility rating!

If you wish to cease you can either run away (but will lose some face in the form of your future slur rating) or press FIRE which allows you to concede. Doing so will cause you to lose your valuables, but at least you'll have some credibility at the end of the day!

Computer-controlled characters can also concede and will relinquish their valuables if the slurrer has enough empty pockets.

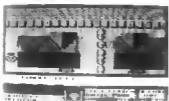
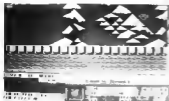
Each character is different. Some will never become your followers despite defeat, others will do so grudgingly and others would rather resign than give in!

You can save the game at any time and reload it if it's a good feature this as *Election* is a game that will take quite a while to complete.

The characters in the game are thinly disguised cartoon representations of the real people in politics and the media. You'll recognise them when you see them.

*Election!* is a lot more fun than watching a party political broadcast and despite being topical will probably outlast your average arcade adventure.

► GRAPHICS 7  
► SOUND 6  
► VALUE 7  
► PLAYABILITY 8



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would be the...

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Designed by Alan Steel,  
developed in collaboration  
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# Quartet

► MACHINES SPECTRUM/CG4/  
AMSTRAD  
► SUPPLIER ACTIVISION  
► PRICES £3.99 (TAPES) £14.99  
(DISC)  
► VERSION REVIEWED  
SPECTRUM  
► REVIEWER TIM

Oh dear, oh dear, oh dear  
That's about all I feel like saying  
about this offering from  
Activision. How to take a good  
con-ops and turn it into a good  
game would be a good summing up of this  
conversion of Sega's multi-  
player arcade game  
C+VG had one of these  
machines on our list at the  
PCW Show last year and it was  
tough to keep the readers who

came to say hello to the team  
away from the machine. In fact  
I was tough enough to get the  
C+VG team away from the  
machine.

No-one will be rushing to play  
the Spectrum version of the  
game. The best thing I can say  
is that I hope the 64 and  
Amstrad versions are better.

Quartet was Sega's bid to  
catch up with Atari in the multi-  
player game stakes which  
began with Gauntlet.

Of course, you can't hope to  
get four players gathered  
round a Spectrum — but you  
can get two. Even with a friend  
playing along with you it's hard  
to capture any of the excitement  
generated by the arcade  
machine.

Your Quartet team member is  
Imy, just one colour character,  
but fairly well animated to give  
it its due. The backgrounds are  
multi-coloured but boring, and  
the nasties are often hard to

pick out against them.

It's also pretty easy to defeat  
the enemies and collect the  
keys which take you through  
the exit door's and on to further  
levels in the game. I got up to  
level eight in the first sitting.

The only reason I got no

further was that I found myself  
stuck behind a series of  
awkward barriers after picking  
up a jet-pack.

The jet-pack stops you being  
able to crawl — so there I stayed  
until time ran out. I almost  
didn't go back for another crack



► MACHINES SPECTRUM/CG4/  
AMSTRAD  
► SUPPLIER ACTIVISION  
► PRICES £3.99 (TAPES) £14.99  
(DISC)  
► VERSION REVIEWED  
SPECTRUM  
► REVIEWER TIM

When you first load up *Wonder  
Boy* you'll be forgiven for  
thinking, "hmm, what's that?  
B. I love it a certain Get  
+ up to the first level and you  
might just find yourself getting  
hooked by this cute little game.  
I must admit, here at C+VG,  
we'd all been thoroughly  
spoiled by playing *Super Mario  
brothers* on the Nintendo  
Games Systems — and *Wonder  
Boy* is in the same mould. So  
when you go back to a similar  
style game on the 64 you  
approach it with different  
feelings."

*Wonder Boy* starts off on a  
long, hazardous journey, his  
first mission to rescue his  
griffind Tina, kidnapped by  
the evil King King lives in a  
farewell place, across seven  
"cherished" territories. Each  
territory is made up of four  
lands, each land consists of four  
areas.

When you have reached the  
end of each territory you will  
have to defeat a mad Ogre to  
progress to the next level.

On your way, jump over  
various obstacles including  
boulders and bonfires and kill  
all attacking nasties such as  
bees, snakes and killer frogs.

Whenever you see a giant  
egg, open it, as it will always  
have something for you such as

a skateboard or a fairy who they  
protect you for a while.  
Do not forget to boost your  
strength and collect bonus  
points by eating exotic fruit or  
junk food.

All the top left of the screen  
the number of lives remaining  
is shown. Just beneath this  
there is a box which will display  
the stone axe when you have  
picked it up.

Immediately to the right of  
the box are three icons  
representing the first three  
lands; upon completing a land  
the icon for that land will light  
up.

When the last of the three  
icons is lit, they will score 1 off  
representing a new land to be  
completed.

Mid-way at the top of the  
screen your score and the  
highest score achieved are  
shown. Under this is your  
Vitality Meter which may be  
topped up by collecting objects  
or finishing a land.

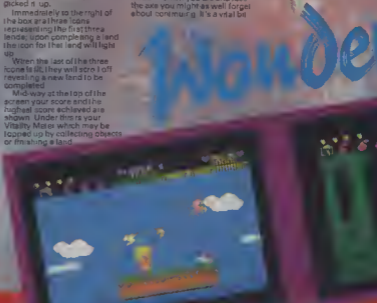
You must get to the end of a  
land before this reads zero. Any  
vitality you have left at the end  
of a land will be converted into  
a bonus score.

You'll find useful objects  
inside eggs — like the stone axe  
or a fairy (I) who will protect  
you for a while before flying off.

You lose items when you've  
killed — and if you die and lose  
the axe you might as well forget  
about continuing. It's a vital bit

of equipment and you just  
won't be able to go beyond the  
first territory without it.

There's a frog who needs a  
good hammering before he  
gets out of your way near the  
end. This makes the game  
frustrating — it's no challenge if  
you lose a life early on and  
KNOW you just can't get any





at the game.

It's also difficult to tell just what the objects which you collect actually do for you — apart from the "shield" which makes you flash a bit to indicate that you are invulnerable for a while.

It doesn't seem to make much difference which character you choose to play. Edgar, Mary, Lee and Joe seem to have identical powers and look the same on screen as well.

Quarter on the Spectrum could just win the prize for the worst coin op conversion so far this year. It definitely wins the

prize for the naifest cassette artwork.

And the pical £10? No way José. These days I reckon Maatelectronic would think twice about putting a game of this quality out at budget prices.

To be fair, we haven't seen the 64 or Amstrad versions. If they are any better we'll let you know.

Such a shame, after the excellent *Enduro Racer* we were expecting great things.

- ▶ GRAPHICS 4
- ▶ SOUND 2
- ▶ VALUE 4
- ▶ PLAYABILITY 3



ever you do, look before you leap and go slowly eating ALL the food you can find. Your vitality shrinks rapidly — effectively giving a time limit for each territory.

When I first found the game, I didn't know what to do, but you can walk through the alien nests unscathed as long as you hover overhead.

Joystick controls are a bit awkward — you don't have a button to jump, but you can stick up. This does not work too often, but, strangely enough, it is

And when you've finished your jump and lost the axe, you just about ready to throw the stick through the screen!

If you liked the coin-up, then you probably will enjoy the computer version. It's a bit too cute for my taste — the sort of game your sister would like.

The graphics are of the "pretty" variety — and the animation of the Wonder Boy character is pretty dodgy, on the Commodore version. All that moves are his legs.

Reasonably addictive and pretty playable. And miles better than the 64 version of *Enduro Racer*, Activision's cash-up offering. Commodore owners should give it a whirl, but a tender for a Spectrum game?

Don't think you'll get many takers at that price.

- ▶ MACHINE SPECTRUM/IBM 64/AMSTRAD
- ▶ SUPPLIER HEWSON
- ▶ VERSION TESTED SPECTRUM
- ▶ PRICE £7.95 (SPECTRUM, £8.95 (IBM/AMSTRAD)
- ▶ REVIEWER PAUL

It looks good, it plays good and by golly it is good. *Exolon* is the best of the current crop of Hewson games.

It's a little like Hewson's *Gunrunner* to look at. You control a spaceman armed with a gun and a rocket launcher strapped to his back. The aim is to rid the planet of marauding aliens.

The spaceman must continually move to the right.



# Exolon

encountering aliens, obstacles, land mines, hammers that erupt from the ground and "birth pods" which, when destroyed, spew the deadly spawn into the atmosphere. There are also extra rockets and bullets to be picked up.

The way the rockets are launched off his back is really impressive and the resulting explosions are some of the best I've seen on the Spectrum.

The spaceman has to duck, dodge, jump and blast his way through the aliens.

The plot outlines a fairly



ample but the game is so rife with very addictive to play. The graphics are excellent.

- ▶ GRAPHICS 9
- ▶ SOUND 7
- ▶ VALUE 8
- ▶ PLAYABILITY 9

# Wonder Boy



# HANDLE WITH CARE

Watch out, there's an explosive trio of new releases about to burst into the shops and they're by no means a set of damp squibs. In the right hands they're worlds of tremendous excitement, action and skill. In the wrong hands they'll turn into mind blowing, nerve shattering packages of player destruction. You'll have to judge for yourself if you've got the confidence and ability to take on such a challenge.



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Biocomputer (addled with enough peas to keep Rentokil in business for at least a couple of light years)

Play the game and you become a member of the Guild of Equilizers, formed to protect the asteroid-based biocomputers from infestation

As with all systems, the Biocomputer has predators, the Scrim, a mutated descendant of the fruit fly, *Drosophila*

The Scrim live in the Tunnels, feeding on life energy and thriving on the warm and damp environment. As part of their work Guild must keep the tunnels clear of Scrim eggs and webs.

The Scrim has a three stage life cycle in the tunnels. Eggs are laid by adult Scrim. They are very strong and usually impervious to the Guild's weapons

The eggs grow very quickly in the energy rich tunnels and continue to feed until they split and form the fully adult Jellyfly

Play option on the main menu and press fire. The screen will clear and a new set of options will appear, the game menu. You'll see View, Map, E.T.U., Info, Pad, and Misc. options at the top of the screen

Select the View option. The top of the screen, the viewscreen, will show you view of the tunnels. Now left, right, up and down will move you ship about through the tunnels and fire will fire the ships weapons. In addition the keys Q and W allow you to move up and down in the tunnel to avoid obstacles

Below the viewscreen are the ship's instruments. A small rectangular window, the scannet section that you are in, the direction that you are facing, the time and whether you

for your ships to anywhere in the tunnels

The E.T.U. menu shows the energy levels of the four Energy Transfer Units in the tunnel complex

The Info menu simply gives an overview of the biocomputer and provides a valuable identification chart for the different life stages of the Scrim

There are several extra options available on the main menu.

- MACHINE SPECTRUM
- SUPPLIER: NEXUS
- PRICE: £8.95
- REVIEWER: TM

Hey, there's something wrong here! This game isn't a conversion! It doesn't feature characters from a TV cartoon. It doesn't feature characters to do with a new film. Some mistake surely?

Tell you what though, it is a



# Micronaut

SECTION: 00  
WATTSPIR T  
00:02:51

SECTION: 032  
WATTSPIR T  
00:02:51

## Weapons are

targeted

Below the scannet are three bars. The first shows the ship's speed, the second the ship's energy level and the third is a message window for information about the Biocomputer.

The next menu is Map. This shows a map of the tunnels which wraps round the screen and can be scrolled from left to right

Your position is marked by a X and you can also set a marker to any section simply by pointing at it and pressing fire.

These markers are used by the ships Navigational Locking System (Nav Lock on the map menu bis) to calculate a route

Jellyflies are fast moving and will search for a section of tunnel to build an energy web and lay their eggs to begin one lifecycle all over again.

The objective of the game is to rid the tunnels of any Scrim while maintaining the energy. When all the Scrim have been eliminated in a tunnel complex the Guild will transfer you to a more unstable and heavily infested area.

To begin life as a Guild member, move the ship to the

## cracking mixture of action and

strategy and features some of the most stunning 3D I've ever seen on the Spectrum

Peter Cooke can be relied upon to produce original and challenging games and he's done it again with *Micronaut One*—set inside a massive

Of course you can always work out your own routes to the ETUs if you reckon you know better than your on-board computer

The scrolling is amazingly fast for the Spectrum—you can find things move VERY rapidly. And then there's the terrific sense of being enclosed by the tunnel walls. All very atmospheric.

*Micronaut* is Pete Cooke's best yet. And the blurb contains the best excuse why there's no real sound effects in a Spectrum game I reckon I've ever read. What is it? Well Pete says that because the tunnels are kept in a semi vacuum condition you wouldn't be able to hear much. Nice excuse—a great game

- GRAPHICS 3
- SOUND 5 (FOR CHECK)
- VALUE 3
- PLAYABILITY 3

STAYING ON THE ISLAND?

# HOLIDAY



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# Max Torque

- MACHINE C64/128
- SUPPLIER BUBBLE BUS
- PRICE £8.95 (TAPE), £12.99 (DISC)
- REVIEWER CHRIS

Voopom! Let me at it. This must be the closest anyone has got to putting that ace arcade game *Hang On* onto computer. *Max Torque* is a pratty straightforward bike racing game — but it's fast and lots of fun.

And you don't have to go through all that boring multi-load business that *Super Cycle* — the US Gold game — put you through.

You race across varying types of track with different colourful backgrounds, always against

the clock. There are six sections of track to complete — finish a section and you'll get a points bonus — as in *Enduro Race* *Hang-On*.

Fail and the game shows you the complete track with an indication of just how close you were to the finish line — again like the arcade machine.

Other riders aren't very friendly. They try to bump you off the track. You can pull spectacular wheelies off the start line and on the track — but always remember to get your bike into the right gear otherwise you'll end up struggling along and falling to finish.

Watch that top left hand side of the screen for arrows which indicate what sort of corner you're about to encounter — a sharp left or long right for example. But don't look at your eyes off the track for too long or you might find yourself running out of road, or being hit by an



# Plasmatron



- MACHINE C64
- SUPPLIER CRL
- PRICE £9.95
- REVIEWER TIM

Hey guys, I'm beginning to suffer an advanced case of fit about finger! This month it seems that it's at the shoot-'em-up is striking back. But then, that's really been okay. *Hades Nebula*, *Mag Max* and now *Plasmatron* — all action packed blasters, all released this month, and all for the 64.

I'm about to overdose on shattered alien spacebaps. Normal service will be resumed as soon as possible.

Meanwhile back at the game, you find you're self-piloting a Plasmatron starfighter on a spy mission. Your task is to check out alien lifeforms on a deserted empire colony.

They said it was going to be a piece of cake this mission. They said nothing violent would happen. They were telling big

porcio pies!

These aliens are hostile "Hoaslie"? Well that's what it says in the blurb — maybe we've had an onboard computer malfunction here, captain — maybe they mean hostile. Either that or it's an alien word for something worse than hoaslie.

Which could be closer to the truth than you think 'cos these aliens come at you thick and feel acroa on extremely

attractive acramble-style background. Lots of different scrolling 3D style backgrounds.

The good news is that your Plasmatron is protected by a shield. The bad news is that it gets damaged by collisions with enemy craft and loses fire

Effectively you only got one life — which is a bit annoying really. You think you're doing well and then suddenly warning beepers go off and your trusty



C+VG  
HIT!

opponent.

The bike is tricky to control. Small joystick movements are required here — if you're too heavy handed you'll end up taking a tumble.

Line yourself up and lean into the corner with one jab on the stick, pull out and head down the straight with another. Any more and you'll be weaving over the road.

Once on the bike animation is excellent. The rider's head moves in time with movement of the bike and little puffs of tyre smoke come from the "tyres" and "hang on" — all to spur you on to great speeds.

Programmer Martin Webb has put together an excellently presented and fun to play race game. Great graphics, good sound, good game.

▶ GRAPHICS	4
▶ SOUND	5
▶ VALUE	5
▶ PLAYABILITY	5

Plasmatron disintegrates around you.

Keep an eye on your shield level by checking out the "powermeters" situated at the bottom centre of the screen.

Here you'll also see your damage-o-meter, distance to end of level plus laser temperature read-out.

Learn the movements of the aliens, stay in the centre of the screen to allow yourself more room to move and if your shield gets too low find a safe place — try the top left hand side of the screen — to take a rest and allow your shield to rebuild itself.

Beware of the aliens that take more than one hit to finish off. There's some nice in-to music — ripped off from The Planets — but you have to make do with sound effects while you play.

The worst thing about Plasmatron is the irritatingly long computer controlled take-off sequence at the start of each game. Nice the first couple of times, but boring once you're itching to get blasting.

Plasmatron is a good looking, fiery addictive blast — it won't knock you back on your heels when you first load it up — but if you're a zap addict you'll enjoy the challenge. Check it out.

▶ GRAPHICS	9
▶ SOUND	8
▶ VALUE	7
▶ PLAYABILITY	7

# Mag Max

- ▶ MACHINES SPECTRUM/C64/AMSTRAD
- ▶ SUPPLIER IMAGINE
- ▶ PRICE £7.95 (SPECTRUM) £8.95 (C64/AMSTRAD)
- ▶ VERSIONS TESTED C64
- ▶ REVIEWER TIM

Fancy changing the destiny of a whole planet? Not an offer that comes your way every day, is it? But *Mag Max* gives you the chance to save a world from the evil Mechanoids. Haven't we just had an election to do much the same thing? Enough of this bling social satire — on with the review.

*Mag Max*, if you remember, was advertised ages ago, but like many a game failed to appear on schedule. But now this conversion of the Nitchibutau (*Shess you!*) comes here and taring to take you on a zap-packed adventure.

The game is set on a once civilised planet which has been destroyed by the swissomey nasty Mechoids. They are the sort of people who like ripping the tops off flowers as they walk past your front garden.

Which is what happened on the planet where the *Mag Max* project was being carried out. *Mag Max*, an advanced robot with more deadly gizmos than a food processor, was created by the Sci-Corps who, when threatened by the Mechanoids, buried bits of *Max* all around

the planet. They left the main bit in a secret bunker.

The Mechanoids went about spitting horrible laser death joyfully unaware of *Mag Max* sitting waiting to pounce.

And this is where you come in. You control the mighty robot and direct his attack on the mean old Mechanoid Guide him across the surface of the planet, end through underground passages, searching for his long lost spare parts.

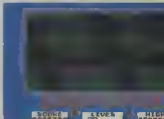
You begin by flying the main bit of *Max* over the 3D perspective surface of the planet — full of enmited hezders, pillboxes and flying mechanoids.

Your best bet is grab the body section you see waiting by a crater and then dive underground to familiarise yourself with the controls and idea of the game.

The underground sections are pretty straightforward, horizontally scrolling shoot-'em-up. But watch out for the homing missiles fired by the venous types of aliens you encounter.

Collect more parts of *Mag Max* — you'll find them scattered around at pretty regular intervals — then find a helch which leads back to the surface and have a crack at the more difficult surface defences

REVIEWS  
C+VG  
10

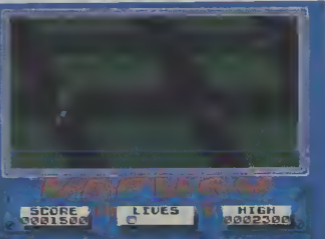


C+VG  
HIT!

with your increased firepower.

By no means a classic — but well presented, with good graphics, nice sound, it's also very challenging and very playable.

▶ GRAPHICS	6
▶ SOUND	6
▶ VALUE	5
▶ PLAYABILITY	5



# PIRATES! CHASE FAME & FORTUNE ON THE HIGH SEAS

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## Uranians

- ▶ MACHINE: BBC/ELECTRON
- ▶ SUPPLIER: BUG-BYTE
- ▶ PRICE: £2.99
- ▶ VERSION TESTED: BBC
- ▶ REVIEWER: NICKY

If you like budget shoot-'em-ups, this is for you. Otherwise forget it. There's nothing in this game — a pretty basic screen scenario, a lot of aliens to zap, and that's it.

Basically, there are all these aliens coming to attack your base. Four different types of them, to be exact. They drop a lot of bombs and are prone to vanishing mysteriously. You scurry left and right at the bottom of the screen, bring your laser up to them. There are only three keys to worry about — right, left and fire.

Complications — and there aren't many — include satellites, which suddenly appear and drop bombs. And the alien mother ships, prone to release smart bombs, which more or less paralyse you for several seconds.

It's a pretty average game. The main thing it has going for it is speed — it's very fast. But there are several inhibitors. First, it is one of those unwieldy programs which load in several sections, which means you can't go away and make some tea while it's going on.

Second, and more serious, it's liable to crash in such a way that you have to reload from so catch if you want to continue. Frankly, I have seen better.

- ▶ GRAPHICS 6
- ▶ SOUND 6
- ▶ VALUE 6
- ▶ PLAYABILITY 6

## Firetrack

- ▶ MACHINES: BBC/MASTER
- ▶ SUPPLIER: ELECTRIC DREAMS
- ▶ PRICE: £2.99
- ▶ VERSION TESTED: BBC
- ▶ REVIEWER: NICKY

Feeling murderous? Like to go out there and blast away at everything in sight? You'll love Firetrack.

Yes, it's another zipping-through-space/guns-blazing/telly-ho-ho!-'em-up, with the usual feeble plot to justify the mayhem. It seems you're a 22nd century space pilot caught up in the pirate wars, and your job is to destroy the colonies of the 'Pirate Industrialists'. You've also got to find a mysterious White Light before the badies do.

In other words, you go out there and blast everything in sight.

I gapsed at the game instructions, which at first reading seemed very complicated. The playing tips were enough to lighten me off. But you actually get to grips with the action very quickly

You view your ship from above and the ground scrolls down the screen below you. The trick is to negotiate your way round the hectic on-screen, with your finger firmly on the firing button.

You can use keyboard or joystick, but whichever you choose your trigger finger will suffer. Fortunately you can give it a rest by using the auto fire facility.

Firetrack may be nothing new, but it's an excellent variation on a tried and trusted theme. The game was created by Orlando, so it's no surprise that the graphics are smooth, fast and colourful. There are plenty of different scenarios to add interest.

And watch out, it's addictive. Your nerves will be in tatters after a few games. If you like you action fast and furious, with a dash of variety, add Firetrack to your collection without more ado.

- ▶ GRAPHICS 9
- ▶ SOUND 7
- ▶ VALUE 8
- ▶ PLAYABILITY 8

## Spy vs Spy

- ▶ MACHINE: COM 64
- ▶ SUPPLIER: DATABYTE
- ▶ PRICE: £2.99
- ▶ REVIEWER: FAUL

Chill out, man. It's those MAD spies again, turning the arc into a *zany* go arena for espionage.

If my memory serves me well this is the third of the *Spy vs Spy* games and *Arctic Antics* is most of the same. The byte has certainly taken time bringing this one out, judging from the response of our recent *Spy vs Spy* competition, there's still a great amount of interest in it.

Once again it's the white spy versus the black spy in a mission to be the first into outer space.

The race is on for each spy to collect a space helmet, navigation chart, uranium cube and the 'master carrier' before entering the rocket for blast off.

As before the spies move around they brave blizzards, bears, penguins, can indulge in snowball fights, deadly icicles etc.

Each spy can lay traps for the other — such as sawing holes in the ice, making ice-patches and even blowing your opponent up. Running along the bottom of each screen is the 'trapulator', which displays the items each spy has managed to collect. The screen display on my instruction sheet included an icon for snowballs.

As with the others, it's playable, and great fun. I spy another winner.

- ▶ GRAPHICS 8
- ▶ SOUND 8
- ▶ VALUE 8
- ▶ PLAYABILITY 8

## Hunkydandy

- ▶ MACHINE: BBC/ELECTRON
- ▶ SUPPLIER: BUG-BYTE
- ▶ PRICE: £2.99
- ▶ VERSION TESTED: BBC
- ▶ REVIEWER: NICKY

As climbing around the screen type games go, this is tolerable. Particularly if you don't like spending a lot of money.

It's familiar stuff. You control Dave the Dunderoid in his attempt to escape from prison in which there seems to be just one prisoner (him) and a host of aliens.

So off you go, clambering around 20 screens, jumping between platforms, using lifts and so on. The action is not very fast, it's more a question of planning your route and good timing, rather than lightning reflexes. The main innovation seems to be the fact that you can fall as far as you like without killing yourself!

The graphics are a bit crude and blockish, but colourful and lively with busy screens. That's a pity, lone, too, and a low score table.

- ▶ GRAPHICS 6
- ▶ SOUND 7
- ▶ VALUE 7
- ▶ PLAYABILITY 7

## Starquake

- ▶ MACHINE: BBC
- ▶ SUPPLIER: BUBBLE BUI
- ▶ PRICE: £9.96 (TAPE), £11.99 (DISK)
- ▶ REVIEWER: NICKY

This is the BBC version of a game that scored a hit in other versions. And it's good stuff, a combination of *Repton*-like maze and fast arcade action.

You control Blob, the Biologically Operated Being, whatever that means. His daunting task is to rebuild an unstable planet from within, to stop it exploding and destroying the universe.

This is the thin excuse for a lively adventure in which you explore a vast maze (500 screens, says the blurb), meeting a host of objects and aliens. You can move left and right, fire at nasties, pick things up, and lay bridging platforms. The only use I could find for this latter feature was to propel Blob upwards. You can define your own keys, and there is a joystick option.

Features include anti-gravity lifts, pyramids, secret passages, teleporters, lunar undergrowth and a lot of other things I either didn't encounter, or failed to recognise. This is one of those games which you have to play for a long time to find out what's going on, what you're supposed to be doing, and what all the weird and wonderful objects are.

The graphics are pretty good,

nify with smooth animation. The maze design reminds me of *Repton*, with gravity. The sound is lively, too.

Now if you'll excuse me, I have a planet to rebuild.

- ▶ GRAPHICS 8
- ▶ SOUND 7
- ▶ VALUE 8
- ▶ PLAYABILITY 8

## Despotic Design

- ▶ SUPPLIER: EMI INFORMATION
- ▶ MACHINE: AMSTRAD CPC
- ▶ RANGE
- ▶ PRICE: £9.95/£14.95
- ▶ VERSION TESTED: AMSTRAD DISK
- ▶ REVIEWER: DAVID

Yet another isometric arcade adventure from the people who brought you *Get Dexter*, *Doomsday Blues*, and *Bactron* to name but three. But, like these others, *Despotic Design* has enough originality to set it apart from a stable mates.

The game finds you in an underground air deep beneath the world, where an evil adventurer has pirated a number of programs which he is using to create nasty cell clones — sounds simple enough!


Apart from the various entrance corridors that you can use, each screen contains a few special doors, which are used exclusively by the original modules, which always enter through the yellow door, are then deflected by various arrow blocks and leave through the red one.

Although the game has a few rough edges in the playability dept., the idea of moving elements around the screen to alter the movement of the modules, works well. Combine this with a simple but effective, tutorial and alienator of negatives, each with its own, specific brand of nastiness, and you have a crisp and colourful game that should keep you off the streets for a few days.

- ▶ GRAPHICS 8
- ▶ SOUND 7
- ▶ VALUE 7
- ▶ PLAYABILITY 8







# Zynaps

- ▶ MACHINE SPECTRUM/IBM
- ▶ SUPPLIER HEWSON
- ▶ PRICE £7.95 (SPECTRUM), £9.95 (IBM/AMSTRAD)
- ▶ VERSION TESTED SPECTRUM
- ▶ REVIEWER PAUL

Zynaps is the work of Dominic Robinson, the wizard behind the Spectrum conversion of *Urduin* — the game nobody thought would make it to the Speccy. The job he did was nothing short of brilliant.

And so to Zynaps. Well, it looks good, plays well but it won't break new grounds for originality.

What you've basically got is 450 screens of sideways scrolling shoot-'em-up set in deep space, pecked with aliens, rockets, missiles and all the

traditional ingredients. Ultimately, you've got to reach the alien stronghold.

You fly a Mark One Scorpion Attack Fighter, equipped with the ability to find and pick up additional weapons and scoop up fuel from wrecked craft. The Scorpion's main drive units operate at four power levels ranging from low power for delicate control in tight spaces, to a maximum setting for high-speed combat in deep space.

Weapons available are Pulse lasers — good for heavy duty alien blasting. These wing mounted lasers also have a power setting.

Plasma bombs — Two independent bombs throwers provide awesome destructive

power against ground-based targets.

**Homing missiles** — These self-propelled missiles carry scaled-down planet-busting warheads and, once locked onto a target, will destroy almost any large alien craft.

**Seeker missiles** — The ultimate in intelligence weaponry. Seeker missiles carry electronic target acquisition circuitry designed to lock onto any target they are able to destroy.

**The fuel scoop** — provides the power to activate the Scorpion's main systems. I must admit I found it a little annoying on the first level to get a decent way into the game, then getting killed and then having to start again right back at the beginning. Frustrating I understand, however, that this does not happen on all the levels.

Apart from that I can find little wrong with Zynaps. It's a nifty little game.

- ▶ GRAPHICS 3
- ▶ SOUND 7
- ▶ VALUE 8
- ▶ PLAYABILITY 8

# Hades Nebula

- ▶ MACHINE C64/SPECTRUM
- ▶ SUPPLIER NEXUS
- ▶ VERSION TESTED C64
- ▶ PRICE £9.95/£7.95
- ▶ REVIEWER TIM

Wham-boom-blam! If it's a shoot-'em-up you're after, then look no further than *Hades Nebula* — the latest, and possibly greatest, from Nexus.

Nothing new here, even a hint of *Sisco Fight* here and there, but the game remains a tough challenge for zap addicts.

The basic idea is simple. You pilot a vertically scrolling spaceship over planet landscapes, giant ships and through space — blasting as you go. The final encounter is with a giant alien mothership — but it will be weak, even months before you get that far.

Why? Because *Hades* is well hard.

Don't whatever you do, don't

get too trigger happy, or otherwise you'll end up blasting your extra bits as they emerge from the zapped pods.

If you destroy them it's a long wait till another chance comes along. Your craft will lose all its add-ons if YOU get zapped by a nifty

There's not much else to say about this — except that it features neat graphics and sound by none other than the WE Music team. The credits also say that Tony Crowther had a hand in *Hades* as well.

Spectrum and Commodore versions are different — not



only in graphic presentation. Parthead Software, the people behind the game, have decided to write up to the capabilities of each machine, instead of attempting to produce an identical copy on each machine.

The Spectrum version doesn't suffer from colour clash problems, has a fast smooth scrolling and could give the

Spectrum version a run for its money in the playability stakes. It's fast, it's furious and it's fun. Probably the most addictive shoot-'em-up of '87 so far. Get it.

- ▶ GRAPHICS 8
- ▶ SOUND 6
- ▶ VALUE 3
- ▶ PLAYABILITY 8

# BRIDE OF FRANKENSTEIN

BY PAUL SMITH



It's the middle of the night, outside an electrical storm is raging and you're all alone in castle Frankenstein. Your task is to revive Frankie, the monster who wants you at the top of the tower while you hunt around for the vital organs that will make his life complete. You need to find a pair of lungs, a pair of kidneys, a liver, a heart and of course a hram if you want to make a man of him.

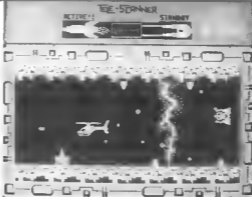


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C+VG

REVIEWS



# Trio Hit-Pak



## Revs II

- ▶ MACHINES: CBM 64
- ▶ SUPPLIER: FREDHO
- ▶ PRICE: £9.95
- ▶ VERSIONS TESTED: CBM 64
- ▶ REVIEWER: PAUL

Remember *Revs*, the race simulation game with more vroom than all the rest put together? It mat with almost universal acclaim from critics and public alike. Well, now there is *Revs 2*. It more of the same but to mind slightly better.

If I remember correctly I found *Revs* a little difficult to get into. Getting up speed and changing gear proved a problem.

This isn't a simulation you

just load up and take it away. It's really like driving. You have control over starting the engine, throttle and brake, gears and clutch of your Formula 1 as me in a machine.

Like most race games you can select a practice mode before getting down to real race action. Tracks which can be selected are Brands Hatch, Silverstone, Snetterton, Oulton Park and the Nuremberg Ring.

Excellent Fun, Man, machine and computer in harmony.

▶ GRAPHICS	4
▶ SOUND	4
▶ VALUE	4
▶ PLAYABILITY	3

- ▶ MACHINES: SPECTRUM
- ▶ AMSTRAD/CBM 64
- ▶ SUPPLIER: ELITE
- ▶ PRICE: £9.95 CASSETTE/£14.95 DISK
- ▶ VERSIONS TESTED: SPECTRUM/AMSTRAD
- ▶ REVIEWER: PAUL

Things have been a little quiet on the games front at Elite recently, no doubt gearing up for the Christmas blitz.

But the Walsall boys have found time to put out three excellent completion teases for not an excessive amount of dosh.

The *Trio Hit Pak* — *Trio* sounds a bit like a chocolate bar to me — is available across the three main formats with most of the games common to each. This is what you get: *Spectrum* and *Amstrad* — *Great Guardians*, *Airwolf Two* and *3DC*. *Commodore 64* — *Great Guardians*, *Airwolf Two* and *Cataball*.

*Great Guardians* is the old *Taito* coin op game and for me it's the best of the bunch. Heck end slash with nice big cartoon graphics.

I'm much too young to remember Elite's original *Airwolf* game based on the adventures of TV helicopter pilot Stingfellow Hawke (what a dumb name). *3DC* is a 3D arcade adventure set underwater in which a diver must reconstruct a submarine while fighting off deep sea nasties. *Cataball* is a bit odd. You control four bounding balls, which move in a wave-like motion, against a series of backdrops in an effort to collect balloons. Strange but playable.

*Great Guardians* gets my top vote but when you add three other good playable games,

Spectrum/Amstrad	
▶ GRAPHICS	7
▶ SOUND	6
▶ VALUE	6
▶ PLAYABILITY	5

- ▶ MACHINE: AMSTRAD/COMMODORE/SPECTRUM
- ▶ SUPPLIER: GREMLIN
- ▶ PRICE: £9.95
- ▶ VERSIONS TESTED: SPECTRUM/AMSTRAD
- ▶ REVIEWER: JOHN

Intergalactic kidnapping is suddenly big business, but there seems to be no rhyme or reason for it, except to populate the ominous Matrix prisons owned by the Cratons.

The latest victims are harmless mechanical race called the Biotrons who, despite their request that they be left alone to rust in peace, are not allowed to scrap their buddies. Fiendish security systems make a rescue attempt impossible by anything other than a lone Biotron.

Nimrod is chosen by the Biotron Government, given a space ship and told to land on each section of the Matrix planetary network, overcome the security devices and rescue hostages. There is a seemingly infinite number of matrix prisons on which to land and a limited amount of time — 59 minutes — before the hostages are executed.

You're first given a matrix level by scanning a cursor across a star map on your space ship's viewer. Pressing fire when you are over one of these level takes you down to a landing sight to which you'll return with your hostages or if you want to get back to your ship for any other reason, such as your energy's running low.

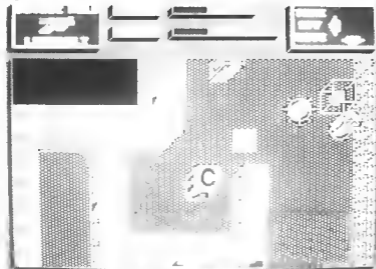
Nimrod is lightly armed when he enters a complex but he'll need to find other weapons, such as the Lazoron, Megabolt and Megatron if he's to deal with the monsters and traps the Cratons have left for intruders. The guards are the most obvious of his worries and, if his firepower is low, it's best to be out of any situation which involves them.

The ground is laden with energy disruptors, spike-ray mines, floor pad operated doors, blast doors, rebound and energy loss squares. Rebound squares are particularly dangerous if arranged in a semi-square. Once you're in its arms it takes a lot of force to break free of the magnetic push and pull. As for the blast tech, I'm not sure whether you fall through into the depths of the prison or into a black hole.

Cratons are unusual captors; they've included alarms in their prisons which'll help potential rescuers. You can blue up onto walls stepping on blue arrow squares and read your position off a map displayed when you step on a square marked 100 — or Loo, I'm not sure. There are also crates, labelled like alphabet bricks, scattered around which you can push onto the floor pads for the pressure activated doors.

A final word of warning —

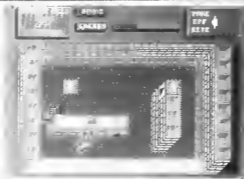
# The Final Matrix



which is more than Nimrod got from his government. Be careful when you jump onto the wall tops of the prison. Each level is split into several large sections with black space in between. If you fall into the space it drains your energy and you lose the only life you've got.

The Final Matrix is a combination of game concepts put to good use. It's *Knights*, *Nexus*, *Terror of the Deep*, and *Star Raiders* rolled into one and even Nimrod looks similar to the robot in *Martianoids*. The 3D display is similar to *Ultimate*, but it's slightly off perspective and scrolls slowly both on the Spectrum and Amstrad versions.

It's still an action packed and frustrating game despite the technical criticism, although I still can't work out why the Boploons were kidnapped in the



first place. Gramlin never tell you but then, I expect they were too busy thinking about the features to worry about gaps in the story line.

► GRAPHICS 8.5  
 ► SOUND 7.5  
 ► VALUE 8.5  
 ► PLAYABILITY 8.5

C+VG

REVIEWS

## Grand Prix

► MACHINES BBC/MASTER  
 ► SUPPLIER: SUPERIOR  
 ► PRICE: £11.95 (DSK)  
 ► VERSION TESTED: BBC  
 ► REVIEWER: NICKY

*Grand Prix* is a motor racing game that lets you design your own race circuits, although you also have 18 pre-defined race tracks — including Brands Hatch and Monaco.

It reminded me of *Atari's Pole Position*, since the layout of the screen as seen by the driver is very similar. But with *Grand Prix* you get a lot more extras.

You've got the choice of playing against a mate or the computer. The computer, I might say, has taken good care to give itself the advantage of a fester car, which of course never crashes. So you've got to be good to keep up.

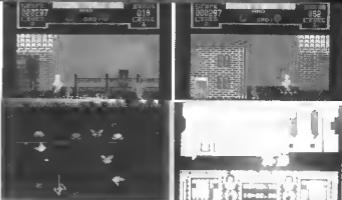
One neat touch is the way each driver has his or her own separate view on the screen, which adds to the realism.

Controlling the car is straightforward enough. You have keys for acceleration, brake, and right — although joystick would probably be a better bet.

You can't take corners too fast, and watch out for the humpback bridges — if you're too fast you'll blow up. The "radar" at the bottom of the screen tells you where you are and warns you about bends and bridges.

Sound, colour and graphics are all good, with smooth animation. All in all, *Grand Prix* is a good bet for all those armchair Nigel Mansells.

► GRAPHICS 9  
 ► SOUND 7  
 ► VALUE 9  
 ► PLAYABILITY 9

**C+VG****ROUND-UP  
REVIEWS**

You've read the reviews now here's a round-up of conversions, compilations and re-releases to hit the C+VG offices over the past few weeks.

**Dawnssley.** Top 10. Amstro. £1.99. Gauntlet-clone.

**Dead or Alive.** Alternative. Spectrum. £1.99. Wild West shoot-'em-up. Comes with free game.

**Gwyn.** Mostertronic. C16/Plus 4. £1.99 Spoce rescue.

**Red Arrows.** Alternative. CBM 64. £1.99. Flight simulation.

**Thurst.** Firebird. C 16/Plus 4. £1.99. Excellent spoce action.

**Oceon Rocer.** Alternative. Spectrum. £1.99. Yocht race game.

**Indoor Soccer.** Amstro. £1.99. Football simulation.

**Wolfan.** Spectrum. £1.99. 3D arcade odventure.

**Destructo.** Bulldog. Amstro. £1.99. Jet and ship shoot-'em-up.

**Bump Set Strike.** Mastertronic. Amstro. £1.99. 3D volleyball.

**Power Down.** Mastertronic. Atari. £1.99. Spoce moze exploration.

**Chompianship Baseball.** Gomestor.

**Stormbringer.** Mostertronic. Spectrum 128/Plus 2. £2.99. Excellent conclusion ta Motic Knight saga.

**Thrane of Fire.** Melbourne House. Amstro. A Mike Singleton totical odventure.

**Golletron.** Amstro/Spectrum. £1.99. Spoce arcade odventure.

**Nemesis the Warlock.** Martech.

**Amstro.** £8.95. Excellent hock 'n' slosh C+VG Game of the Month on Spectrum ond CBM 64.

**Shodow Skimmer.** Amstro. C+VG Hit on Spectrum.

**Mutonts.** Oceon. Spectrum. (£7.95) Amstro (£8.95).

**Head Over Heels.** Oceon. CBM 64. £8.95. C+VG Hit on Amstro. Excellent 3D odventure.

**Ultimo Rotio.** Firebird. £1.99. Amstro. Spoce platform game.

**Killer Ring.** Reoktor. Amstrad. £4.99. Excellent otion.

**Snop Dragon.** Bubble Bus. CBM 64. £8.95. Kung Fu punch-up.

**SAS Strike Force.** Mikro-Gen. Spectrum. Combot.

**Spoced Out.** Firebird. Amstro. £1.99. Spoce action ond strategy.

**Denarius.** Firebird. CBM 64. £1.99.

**Aztec Challenge.** Top Ten. Atari ond CBM 64. £1.99.

**Rubicon.** Bug-Byte. Spectrum. Moze exporation.

**Force One.** Firebird. CBM 64. £1.99. Spoce shoot-'em-up.

**Kick Boxing.** Firebird. Spectrum. £1.99. 3D fighting otion.

**Bollcrozy.** Mostertronic. Amstro/Spectrum. £1.99.

**Army Moves.** Oceon. MSX. £8.95. C+VG Hit on Spectrum ond CBM 64.

**Terro Novo.** Anco. C16/Plus 4. Exploration shoot-'em-up.

**Escape from Porodise.** Anco. CBM 64. Platform ontics.

**Spellseeker.** Bug-Byte. CBM 64. 3D orcode odventure.



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# NEMESIS THE



● Stephen Rushbrook



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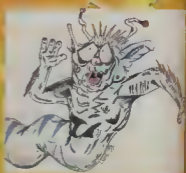
● Ason Skinner



● Jasper Roberts



● Lee Burrows



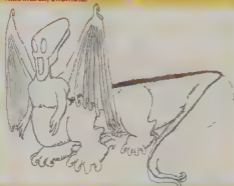
● Tony Davies

# THE WARLOCK

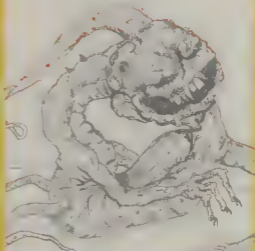
## competition results

Bow down before the might and skill of Nemesis the Warlock and the skill of C-VG's legion of artists. Here are the best of the bunch of our Morloch competition in June.

The winners were: Alan Skinner, Eynsford, Dartford; Stephen Bishbrook, Tolisbury, Essex; Edward McLean, Sidemoad, Warr; Keith Barry, Fleetwood, Lancs; Ross Nichols, Kings Lynn, Norfolk; Edward Seymour, Leigh, Worcester; Adam Kline, Sutton Coldfield; Lee Burrows, Rainham, Essex; Greg Kobiele, Cumbernauld, Strathclyde; Tony Davis, Leabrooks, Derbyshire; Jason Allen, Oswaldtwistle, Lancs; Mark Shew, Lidnas, Cheshire; David Lupton, Lewas, East Sussex; Peter McGladdery, Ballymena, Northern Ireland; Mark McKay, Middleton, Manchester; Jasper Roberts, W. Croydon, Surrey; Gavin Cassie, Inverurie, Aberdeenshire; Darren Balnes, Tasele, Peterborough; Richard A Knights, Norwich; Cori McKirdy, Bridlington; Mike Marshall, Killamarsh, Sheffield.



● Peter McGladdery



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● Capt McKay



● Greg Kobiele

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# FANTASY

If you're a Michael Moorcock fan then you shouldn't fail to add this new illustrated edition of the classic *Elric at the End of Time*, to your collection.

If you don't know anything about the leading sci-fi and fantasy writer then now is a good time to start. Quite simply Moorcock has written some of the best fantasy books around. *Elric At The End Of Time* transports Moorcock's brooding and reluctant hero through the six dimensions of chronology and space to the bizarre world at the End Of Time. Here, the inhabitants dwell in blood-sucking cities which draw in power from the rest of the Universe, enabling them to create illusions at will. *Elric* is soon made to feel welcome, but the vapors produced for him do not always have the happiest results...

The story is illustrated superbly by brilliant artwork by Rodney Matthews whose atmospheric floating landscapes with their awe-inspiring cadaverous inhabitants complement the text perfectly. This unique



collaboration between an acknowledged master of science-fiction and an internationally renowned fantasy artist has produced an extremely good looking book.

You've probably seen Matthews' work on posters and record sleeves. He's done stuff for *Thin Lizzy* albums in the past, *Elric at the End of Time* is published by Paper Tiger Books at £12.95 hardback and a bargain £7.95 soft-back. You should be able to find it all good bookshops, otherwise write to Dragon's World Ltd, Paper Tiger Books, 19 Hereford Square, London SW7 4TS.

Forget *The Price is Right* and *Bullseye* — here's a game show for the computer generation. And it doesn't involve a wrinkly old has-been or an audience from the local looney bin! Called *Nightmare* the show starts on ITV from September 7th. The eight-part series, blends the computer game with TV special effects. *Nightmare* involves competitors in a quest with a set of portals and puzzles, backed by a professional cast of monsters, wizards, warriors and other "supernatural" apparitions. The action takes place in a multi-chambered electronic dungeon, ranging in appearance from conventional rooms to huge underground caverns. The effect is created by use of sophisticated colour separation overlay, already successfully employed for television drama but never before attempted in a non-rehearsable game show.

Game designer Tim Child chose the technique in preference to conventional set design or even the use of a real dungeon, both of



# TASY

which were "too restrictive"

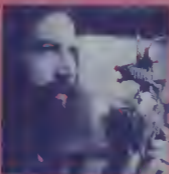
He explains: "A true role-playing adventure game should never play the same twice. A lot of adventure games are based on mapping and solving a dungeon or some other sort of maze.

"This just wasn't good enough for a TV series. Once a good team worked out the correct route, they'd have cracked most of the problem — and, worse still, so would the viewers.

"Competitors won't escape from the *Nightmare* dungeon that easily. For a start it's irrational — it keeps shifting and changing. And the perils and puzzles change with it."

Each quest is undertaken by a team of four contestants. One is the Adventurer who goes into the dungeon effectively blindfolded by a *Helmet of Justice*.

The other three stay behind in an ante-chamber to give advice



"I'd meticulously followed the instructions from London. I'd opened the parcel containing map, compass and emergency rations as I left the M40 and here I was. I had arrived. Or at least I thought I had.

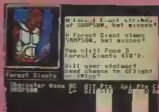
Here I stood in something resembling the set for *Dark Crystal*, wizened wizards, dragons breaking out of shells and trolls surrounded me. And they told me I was going to visit a potter.

Well I suppose it was really, but then owner Grohom Piggott is no ordinary potter. It was Grohom after all who created the amazing wizard C+VG's 'Adventure of the Year' trophy.

When he began his pottery some 20 years ago in Bladon, he made plates, pots and jugs in his stopgap ware.

But it was springing back his imagination into overdrive and he was turning out the most extraordinary fantasy figures... ornate, waxy, go-wilder and weird.

Recently he's been busy making models for a forthcoming feature film along the lines of *Dark Crystal* and *Labyrinth*.



*The Bard's Tales* — one and two — are probably the best role playing computer games around. Loved by thousands of D&D addicts, the games were created by Brian Fargo. We've been reading with the *Dungeon Captain*.

"When I was a child, my dad did these *Tales* with me. Bard, we tried to create a simple but magical system that would give us an experience of role playing without the addition of the over-the-top numbers that add to the overkill."

Bard does not have a magic staff or his magic comes from his imagination. Both defensive and offensive, it was the only way that any sort of magic could be performed at a

These games are long lasting and that they still keeps me up at night. I personally had a lot of fun developing them and I would like to see what

contact over the years, as a publisher and font licensing. The *Dark Crystal* and *Labyrinth* are the most recent items. I know that you're a fan of the game and I'm sure you'll be interested in the *Dark Crystal* and *Labyrinth* games.

At NIGHT, the games are available on Intellivision, Amiga, and Atari. *PARADISE*, by the way, can be found at 12714 and a copy of *Spectrum* Arts.

and directions to the Adventurer.

The aim is to progress as far as possible through the dungeon. It a team successfully completes a programme it returns to compete on a "higher level" next time.

The host — or *Dungeon Master* — is Treguard, played by actor Hugo Myatt. He also stays in the ante-chamber but can manifest himself in the dungeon as the game progresses.

# REMEMBER

*Is it a dream? Is it a nightmare? Is it a horror story? It is until you can find the meddling Overlord who's turned your quiet reality as jolly Bounder into a fiendish world of deadly aliens and awesome sentinels. Armed to the teeth challenge the might of the floating fortress and conquer its defenders otherwise you may never return to a happy go lucky life as B. B. Bounder.*



??

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# I.D.E.A.S. CENTRAL

All right you lot — what's happened to all the hints, tips and pokes. Could it be that it's that dreaded time of the year when exams are looming or could it be that you are still drooling over my poster. Then again it could be that you are just too darn lazy. Well, whatever the excuse, I am not happy! Do you think I enjoy getting loads of letters saying "you never print any hints, etc for MY computer". What do you want me to do — make them up. So please, please inundate me with letters and I can pay you for info. Send them to me — Melissa Ravenflame, I.C.

## DRACULA

Martin Quakley of Norfolk read the plea from Matthew Wood of York for help with *Dracula* and sent in his method.

Once you have boarded *Dracula's* coach the problem of getting past it without freezing is very hard, but with help from his friend Kristan Reed, Martin discovered this. Upon inputting the Lift seat he found that it was hinged and it swung upward, to reveal a small hatch set in the floor. Remove the cross that the old woman gave you and then type Insert Cross. There is a click and you return the cross to the safety of your shirt. Then you input Open Door and it swings up. When you examine, it will reveal some very useful blankets.

When you reach the castle go west then south before you look around. This will reveal an ancient stone staircase. Go up and then examine the frame which reveals a carved ball. Simply enter touch mouth and a ball angles and the door opens. *Dracula* takes you inside and you awake in your room. Examine table to reveal a small pewter tray — take the tray north and then pick up the cloth. Polishing tray enables you to shave and survive the day.

*Dracula* will have dinner with you and you must then return to your room. Never go south into the labyrinth as you will become a rat's lunch. Just keep returning to your room until you dream about these three girls. This is a nightmare, although they will kill you if they can. Go south and take bottle and then take cross. Smash bottle over girl's head, this should leave you with a razor sharp glass shard. Wave cross and the women vanish. Next day go into the living room and cut cord. Then go to the entrance to the tunnels. Go S, S and take lamp. Then go N, N, E to return to the entrance. Just go N and then E to return to your room.

When inside go N and open door. Enter the wardrobe and lift rail. Go back outside and move wardrobe to reveal a secret passage. Warning! Unless you have the lamp you cannot enter a secret passage. Warning! Unless you have the lamp you cannot enter the passage. Go D, D, D, until you emerge into a dusty room, go east to be on a windowless alcove. Wear the cross and then tie cord. Drop all objects apart from the cross and then wall. You will see *Dracula* climb down the wall

— it is now safe. Go down to get into his room. Look around then open trapdoor before going down. Warning! Speed is of vital importance in this final section. You will now be in desecrated church where you will see fifty boxes of

earth. Open box and then examine box to reveal the sleeping count! Drop cross in box to slow him down and then go south three times as quickly as possible. With luck you will escape the castle and get onto part three.

## ALIENS

Someone who has been very quite over the last couple of months is Kenneth Henry Bull, he has decided to come out of early retirement to bring you help with *Aliens*.

It will become apparent that moving manually from room to room blasting Alien warrens and bio-mechanical growth is not the best way to start the game and get anywhere. First of all it is wasteful on the ammunition to clear every stretch of growth every time it appears as you only have 48 shots (on the Amstrad it's 52). It is also wasteful on character's energy to have to rotate round to every door, and it is too easy to get lost. So to get to the Armoury at least, use the auto-direction system.

Clearing Growth. You've just read that it is wasteful to clear large stretches of growth, but the problem is if

you don't the growth will spread to the Queen's chamber — wall to wall. Kenneth recommends this short term solution — clear out half the patch of growth each time. It's also best when you uncover doors behind growth, to clear the growth two spaces either side to keep the door clear for a bit. And remember, when auto-directing, characters cannot be stopped moving through doors by the growth. When you can't afford the ammunition to uncover door, auto-direct them through it.

Playing Strategies — when playing the game this way — you pay almost exclusively using the auto-direction process (AD). It involves a regular tour of the armoury, the control room and the generating room, then back to the armoury (if you want to get to *continued on page 50*



## INTO THE EAGLE'S NEST

the Queen's chamber then follow the armoury-control room route, then on the final move for the control room, go straight ahead (East) using this route will make sure both rooms which provide light are properly defended while making sure you back at the Armoury when the ammo runs low.

**Killing Aliens — The Warrior** — it usually walks around the room for about ten seconds. Until it rushes at you. You want to find and kill it before it rushes you with either one shot to the head or two to the body. To save an ammo use head shots. But, to make sure you never get acid in front of a door use a body shot so the Alien is nowhere near the door when you kill it. If a warrior rushes toward you without you shooting first, use body shots again to make sure it's dead. Don't get scared and fire several shots across the warrior's body which will probably miss anyway. If you want to make sure a warrior is dead, use three shots.

**Facehuggers** — These crawl along the ground for about five seconds before leaping out at you. If only takes one shot to kill, if you are lucky enough to see it crawling shoot it quickly. If it jumps at you, aim carefully and fire twice.

When you came across a facehugger, blow it away and clear some growth in that room, then go forward one room and clear some of that growth. Remember to rattle all the way around the room as eggs do not give off a bleep.

**Queen's Chamber** — try to get at least four people with good ammo rates. Good tactics if someone gets captured

while stalking the Queen as you can easily switch to someone else to kill her. There is always safety in numbers.

Fighting in the Dark — all is not lost if you lose the lighting. A few things you should target right away are getting anywhere near the Queen's chamber, getting acid in front of doors and firing wildly. You will also have to use the AD to get anywhere. And don't shoot door locks — as you can see the outline of the 6 dots, very helpful in the dark. More often than not you can spot the outline on an alien warrior against the white features of the wall. Try to notice other things, like the flashing at the edges of the camera window as an alien warrior disappears, or when the scrolling slows down as a warrior appears. Growth is a problem, as it is pitch black. You are allowed to fire a couple of "spotlight" shots before a warrior rushes you and this also helps you spot facehuggers. Keep him in view until it leaps — then blast it.

Finally if the old spot light trick does not work, find the nearest door and GET OUT. Then re-enter the room and try again. You might as well get it, and stay near the armoury as you cannot bring back the lighting once it fails.

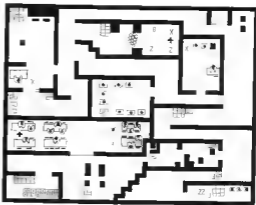
### Auto-Direction Codes.

1 MTOB to Armoury — 3E, 2N, 1E, 2N, 3E, 1N, 2E, 2S, 1W, 3S

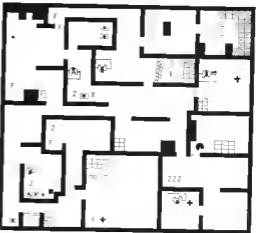
Armoury to Control Room — 3n, 1e 1n 3e 2s 1e 2s 7e 2s 1e 1s 4e 1n 1e 2n 3w ]

Control room to generating room — 9n 2n 1e 1n 1w

Generating Room to Armoury — 1w 3s 1e 3s 2w 1s 2w 1s 1w 2s 1w 2s 4w 2n 1w 2n 3w 1s 1w 3s



FIRST FLOOR



SECOND FLOOR

## MSX TIPS

More for the MSX this month and this time it is from Richard Williams of South Yorkshire. First off is *Oh No!* — keep moving. The sides prove to be very useful, but don't go through the side white ghosts have entered on the opposite side. This could lead to instant death.

**Hopper** — cross the road carefully. Follow the traffic in the first lane and then quickly

dash across the second lane avoiding the last cars. When on the logs be careful of stepping on to disappearing turtles. Beware of Sid the Snake on level 3.

**Jack the Nipper** — when you have your pea-shooter, shoot passers-by and walk of the screen before they attack you. This only allows a limited amount of naughtiness, so don't keep risking your rash

because you are not gaining any points.

**Vampire** — make sure you collect all the keys, but don't get the hammer, stake or cross until you have opened all the doors and shutters. Be careful of falling rocks.

**Hyper Rally** — when you go through stage 1 try not to just achieve the qualifying rank but get as close as possible to the next qualifying rank. You then

have less cars to pass enabling you to get closer to the next qualifying rank.

For giving you all this info Richard wants some help with the following *Finders Keepers* — how do you pass the 'pass with no boots' and escape Castle Spireland?

**Knight Tyme** — how do you take a photograph of yourself and stick it on your I.D. card.



## HINTS AND TIPS

### ARKANOID

These tips for *Arkanoid* come from Daniel Osborne of N Humberstone. Play the doubles game an extra life to 20,000, virtually everything he hits gives an extra life, until B7 are awarded.

The 'P' capsule can't be seen — unless, when you get a pink 'B' you can exit the screen. But, if the screen you're on is easy or you are nearly finished it, don't exit! Bounce around for a few seconds. Don't pick up anymore capsules until you get the 'P'. Also the exit will close whenever you pick up a capsule including a 'P'.

Laser also seems a bit of a rarity in the 64. To get this do the following. Get a divide (D) capsule, the ball will split into three balls. Lose two balls and keep the other one bouncing.



### ARMY MOVES

A plea for help arrived on my desk from Neil Whitley of Wolverhampton who is having a lot of problems with *Army Moves* on the Amstrad. So, if you have any pokes or hints to help him, drop a letter to me.

Mr D Kong of Southampton is a recent convert to C+VG. Having seen other readers' pleas for help, he decided to see if anyone can help him — before he gives his Spectrum a free flying lesson out of the window. His problem concerns *Green Berl* — he needs a poke for infinite lives. As you can see from his photo — he is in the process of giving his Spectrum that flying lesson.

Here's Marten Mabey of Southampton and his faithful mutt. His quick tip is for *Fist II* on the Commodore. When near the water fountain, if you do a backward somersault followed by a forward somersault, you get infinite lives!!

### FIRETRACK

Reuben Harris has some quickies for the BBC *Firetrack* — holding shift-lock, 10, f9 and Copy, while pressing space to start, then escape, space will start you on the second last level with about 60 lives — do you have enough fingers to hold those all down Reuben?

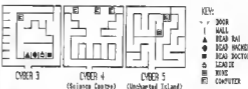
## CHOLO GUIDE

Before attempting to complete *Cholo*, Martin Dudman and Stephen Robertson suggest that you read the manual and you are in complete control of Hacker. First you have to take Hacker back into the computer building and go to the computer (use the maps to help you find your way around). Once you have found the computer, logon by moving into it then select READ and read the file RADARPRG. This program gives you radar for spotting buildings and other robots. Disconnect yourself from the computer and get back outside.

Once outside go east to the Bridge (I/O). Once there, stop. Return to the menu and select RIZZO the RAT. Bring him to the bridge and start to go across. Move across to the far left hand side of the bridge and keep going forward.

When you are about quarter of the way across, four guards will appear and open fire on you. Do not stop! Keep going forward and move to alternate side of the bridge, dodging the guards and their shots until your damage gets dangerously high. If you're lucky you will be able to get the RAT across the bridge in one go. If not, return to the menu and select Hacker. Move Hacker across the bridge as you did with Rat, but when the first shot hits you, return to the menu and select Rat.

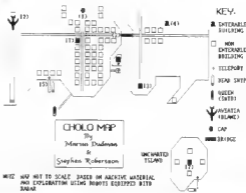
If Rat has crossed the bridge you can go straight to (four) to get Leadie. If not, you will have to wait for the Rat to repair itself before proceeding across the bridge. Once Rat is across, select Hacker again. You will be able to move him further along the bridge until the guards appear.



### PROSSLORES:

REBECC - ?	ACTION - CAMERA
ISLAND - LEADIE	FLIMBY - PLANK
GARDEN - JOBE	FREDDY - ?
FLIMBY - HACKER	FRIDAY - GUARD
LEADIE - ?	WELSH - GUARD
STEVEN - DOCTOR	BLIND - GUARD
BRUCE - FLETCY	WELLS - GUARD

NOTE: MAP OF CHURCH NOT SHOWN HERE BECAUSE NO USEFUL ITEMS ARE TO BE FOUND THERE. CYBER 2 IS LOCATED IN THE CHURCH, BUT IT ONLY CONTAINS A MESSAGE FROM THE AUTOMAS.





continued from page 51

When they appear go to the menu Select Hacker again, and the guards will have been reset, allowing you to move a little bit more across the bridge.

If Hacker gets badly damaged you will have to wait for him to repair himself before proceeding across the bridge, so while you are waiting, use Rat to go and get Leadie from the building at (four).

When you have found him, paralyse him, move into him and enter his password (undameneath the maps) Select Leadie from the menu and take him outside. By this time Hacker will have been repaired enough to make a bit more of the journey across the bridge.

Once you get Hacker across the bridge go South to (three) and find the computer in the Science Centre. When you find the computer move into it, as before — but, as soon as you access this computer it will display the message "ship control". This gives you control of Queen the Ship, anchored off the coast. Do not disconnect yet. Read the title hack 1 then disconnect and leave the building. Go to (four) and use the computer in there to read Hack 2. Disconnect and go outside. Give the programs Hack 1, Hack 2 and Radar to Leadie.

When you have done all this, select Leadie once more and cross back over the bridge. Take him southwest

(five) to the dockside. Then select Queen the Ship and set her north to the dockside. You should be able to see another ship and a jetty. Sail slowly, close to the left hand side of the Jetty and dock the ship. When this is done correctly, you will get the message "docked's — which means you can now board the ship using the teleport. Select Leadie and board the ship by using the teleport. Select Leadie and board the ship by moving him onto the teleport. Once on board select Queen the Ship, reverse her out of the dock and go southeast to the island. Sail round to the South Eastern corner to the dock Dock and select Leadie to disembark. Go to (6) and enter the central computer building Find Koke, paralyse him then give him the three programs.

Select Koke from the menu and find the computer. Read the file Almost and disconnect from the computer. Leave the building go back to the ship and teleport on to it. Select Queen, reverse out and head back to (two) Dock, then disembark Koke and go North East to (seven).

Take over Aviatia the Plane in the usual way and load Koke onto Aviatia by moving into it again, select Aviatia and take off. Fly to (eight), fly through the gates and crash it into the pyramid shaped building in the middle and you should get the message "The End . or Is It?"

## HEAD OVER HEELS

Head over Heels, that's what Matthew Clark of Bristol set Ocean's game for the Commodore and Amstrad.

Head's Adventures — in the first room where Head starts off, a vital method of climbing ladders has to be learned. . . jump onto the first rung. Leap out to the right and immediately glide left onto the next rung. Continue this method until you reach the rabbit at the top. Jump onto the teleport in the top left corner. Jump again to operate it and you're away to the next area.

Go through the lower door and fall down a floor. Take the lower exit again then go left. Jump from stone to stone until you reach the switch. The robot will be turned off and some blocks become solid. Get the pile of doughnuts and then exit.

In this corridor, leap over — what Matthew refers to as electric toasters. They will kill you on touch. Go through the door. Go down again and you should come to a room with a deadly robot, a spring and a reincarnated fish.

Avoiding the robot, go right. Here is the hooter needed to tire the doughnuts. Jump onto the double stage at the top. Leap right, to the second double platform. Keep your jump' button/key pressed. Press the 'down' key (or joystick down) when you land. When you hit the middle stage, again keep 'jump' pressed, but this time press right on landing. You should now have the hooter. Jump back to the previous stage, and then to the door. You could try the weapon on the robot. Get onto the spring and leap towards the fish. Your game position is now saved.

Exit up, left, left (jump over craters). Then go left again. Leap over the barrier — it prevents you meeting Heels, Exit left.

Jump onto the middle blocks and keep jumping left as the blocks disappear. Jump

into the exit and go left again. Jump into the part of the wall second from the left. It will vanish. Avoid the 'heli-bee' and get the rabbit and doughnuts.

Exit right, then up, then up again. Go left, you may have to shoot some of the large robots to do so. Beware, the drum like objects — they kill on contact.

The next room is quite large. Go to the left, not touching the crates or the spinning heli-bee. Go through the exit.

Jump onto the stool and then onto the platform. Push the three objects off the end. The conveyor belt will push them forward and onto the ground in a pile. Get down yourself and manoeuvre the pile to about one square in front of the entrance — jump into, then onto the blocks and through the exit.

Do not take the next right exit as it only leads back to the other screens. Instead take the upper exit.

Jump right — to the long line of platforms (the floor is deadly). Stop at the fifth block and jump onto the platform in the middle of the screen. Jump to the next block and keep your 'jump' key down as the block dematerialises. Jump back in the middle block after getting the fish, and then to the upper entrance.

Go through it and down a floor. Exit right and wait for Heals.

Heels Adventures — in his first screen, go to the bottom of it and jump onto the teleport. Press 'jump' again to operate it.

Push the spring up against the wall below the exit. Jump onto it and then spring into the exit to leave. Jump onto the stool, go up a floor and jump onto the rollers. Jump into the exit when the rotors push you by it. Ignore the fish in the next room and just take the right exit.

## THE LAST NINJA

Hot off Paul's lips comes this tip for that superb game from System 3 — *The Last Ninja*. We've had a lot of phone calls asking how to finish the first level! You will need to find the potion which puts the dragon to sleep. Don't forget to check behind the rocks!!

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STR

# the WARRIOR

Whereas serious wargamers gather and discuss computers, the name of R.T. Smith is mentioned with respect and admiration.

The author of *Arnhem*, of *Desert Rats*, and now of his latest offering, *Vulcan*—covering the Tunisian campaign in the Second World War—is perhaps the only British computer wargame designer whose work can be compared with the best American and Australian games.

The "common sense" command and control system which is the distinctive feature of his work enables the player to concentrate on a winning strategy, rather than fussing over game mechanisms, and his judgement in modelling historical probabilities is second to none.

All of this made me rather apprehensive when

RT Smith is generally held to be the best British computer wargames programmer around. He's the man responsible for *Arnhem*, *Desert Rats* and now *Vulcan*. But who is the mysterious RT Smith? C+VG's Man of War Steva Badsey yomped his way down to deepest, darkest Surrey to confront this unknown warrior. Advance and be recognised, he ordered. The rest, as they say, is history.

I asked to meet R. T. Smith. He clearly knew too much about history, and about wargaming, to be just one of the mathematically brilliant writers in their teens who provide the bulk of computer games.

So who was I going to meet? Was he perhaps an elderly civil servant with a lifelong interest in military history who had taken to computers late in life? Or did those initials hide a beautiful young lady with a rare interest in warfare? Perhaps I would simply be confronted with the sort of person who knew everything about everything, and in his spare time wrote games like *Vulcan* for fun.

As it happened, I needn't have worried. Bob Smith turned out to be a polite, impeccably mannered 23-year-old living quietly in a Surrey village.

Bob learned about computers first at school, with the old mainframe language Fortran using punched cards to input the data. He taught himself BASIC while still at school, and his parents bought him a Spectrum for Christmas.

Meanwhile, he got interested in wargaming in the Ancient period, using the almost universal Wargames Research Group rules.

Yes—in answer to my question—he read campaign histories before writing his wargame programs, but more important was that early knowledge of conventional figure wargaming. Having grown up with wargames and

computers, he knows if his program "feels

right" in recreating history.

Bob's first game was written while he was still at school, and vanished more or less without trace. Called *Confrontation*, it was a twentieth century, tactical level game which allowed the player to design his own scenario before playing.

He wrote it for the Spectrum only and approached Lothorian, who published it in their *Warmaster* series. He wrote a conversion for the BBC while at Birmingham University reading physics, and decided to become a full-time programmer.

So began an attempt to write a two-player expanded version of *Confrontation* which was intended to be an arcade-style game. But, between the wargaming and reading *A Bridge Too Far* something happened, and the result was the solo game *Arnhem*, finished in 1984. Bob wasn't happy with Lothorian by now, and so offered the game first to PSS, and then to CCS who accepted it. *Arnhem* proved a major popular success, reaching number 16 in the W.H. Smith best sellers, and remains one of my own favourite games.

The five-scenario *Arnhem* was one of the best games of its year, and Bob was given an Amstrad to write a conversion

for it. He agreed with me that he was missing out a large number of people, but the conversion to G&K



for the Commodore and the Atari would involve a great deal of re-writing, and I got the feeling he doesn't like writing conversions much. His next game was *Desert Rats*, which took more than six months to write and appeared at Christmas 1985 in Spectrum, 128K Spectrum and Amstrad versions.

The appeal of *Desert Rats* is that the advice given to all renowned commanders—press on as rapidly as possible, a punch protects itself—really works, except for those infuriating moments when your master plan grinds to a halt on empty petrol tanks.

*Desert Rats*, as Bob put it to me, got much better reviews than *Arnhem* but didn't actually sell as well. I thought that the only thing which stopped it being perfect was that lack of ancient, and the ability of an opponent to see all the forces all the time.

*Vulcan*, which has both air power and hidden movement, appeared before Christmas and is probably the outstanding British computer wargame of the year.

His next work will probably be the lively arcade game that he always meant to write. Going back to the days of figure wargaming, when he commanded armies of Seleucids and the Macedonians of Alexander the Great, there is also the idea in the back of his head of a game covering ancient warfare, which has been surprisingly neglected by computer game designers. *Vulcan*, I remembered as I left, is an ancient mythology of the Smiths of the Gods!

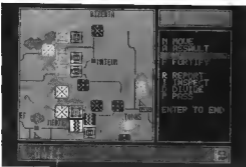


# WAR GAMES

## VULCAN

- ▶ MACHINES: SPECTRUM/128K SPECTRUM/AMSTRAD
- ▶ SUPPLIER: CCS
- ▶ PRICE: £9.95 (CASS)
- ▶ VERSION TESTED: SPECTRUM

Most people have heard of the battle of Alamein. But not enough have heard of what came after Rommel had been driven from the western desert in Tunisia, where the Axis



### ● VULCAN

forces were still capable of holding in Africa.

In a remarkable campaign between November 1942 and May 1943 British, American and French forces inflicted on the Axis its first major defeat in the west by destroying the *Panzerarmee Afrika* and opening the way for the invasion of southern Europe. What makes this campaign, operation *Vulcan*, exciting is the constant arrival of fresh forces on both sides, producing wild swings in the balance of strength, with the Germans trying to hold onto Tunis and the Allies to break through to the coast.

R. T. Smith's game features four short scenarios (the 128K version includes a further scenario and some "what if?" variants) including the initial "race for Tunis" after the Allied landings in north Africa, in which the campaign could have been ended in a month; and, most interesting of all, the battle of Kasserine Pass, the first encounter at the war between the Americans and the Germans.

If anything, his morale and fighting power ratings are over-generous to the Americans, but stepping the German drive is, on either the one-player or two-player option, difficult enough. The whole Tunisia campaign takes anything up to eight hours to play against the computer, or

15 against a human opponent, but there is a simple save-to-tape mechanism and the actual game plays quite quickly.

The heart of the game is the order system. This allows the player to input a broad objective order to the divisions under his command, receive some information as to their strength, and then allow them to carry out the order over a long period

rather than needing to issue fresh orders every move. The subordinate formations move and fight with the division, and need only be accessed if the player wishes to give them specific orders. An additional refinement on previous R. T. Smith games is the use of hidden movement, plus the use of a very simple system of providing air power for reconnaissance and ground attack — the chief value of which is to demonstrate just how poor air support was for both sides in the campaign.

Some program re-writing has also allowed for an extremely large campaign map of Tunisia to be included in the display, with perhaps a sixth of the full map visible on the screen at any one time. Manoeuvring a single tank regiment around so much empty space, unable to locate the enemy, can easily make the most aggressive table-top player very cautious indeed.

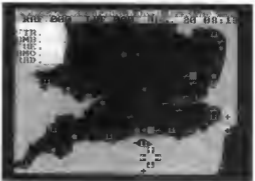
This is the best of the three warfare programs written by R. T. Smith, and probably the best for a while. Although the computer is — unlike that of *Desert Rats* — a worthy opponent, I find it works better as a two-player game, and should satisfy even the most critical of wargamers.

- ▶ GRAPHICS
- ▶ PLAYABILITY
- ▶ REALISM
- ▶ VALUE

## BATTLE OF BRITAIN

- ▶ MACHINES: SPECTRUM/AMSTRAD/CRM 64
- ▶ SUPPLIER: PSS
- ▶ PRICE: £9.95 (CASS)
- ▶ VERSION TESTED: SPECTRUM

PSS has now produced a Spectrum version of its *Wargamers Series* Battle of Britain game. It should be said at once that it isn't very good, and certainly not the best Battle of Britain game on the market. Many of the *Wargamers Series* work on the same basic program routine — the "enemy" forces approach from one corner of the map moving towards the other, the player (there is no two-player option) responds by cycling through options and moving forces rapidly with a joystick, and at the moment of contact the game goes into an arcade sequence. It works for some types of battle — it works very well for *Bismarck* — but it doesn't work at all for air combat over south-east England in 1940. The German forces attack anywhere from the Wash



### ● BATTLE OF BRITAIN

to Lands End, but the Fighter Command which opposes them has, unaccountably, lost 10 Group and so has no fighters stationed west of Portsmouth.

Interceptions are far too easy to make, and so in order to make the game harder two very unrealistic features have been introduced. The first is that after one interception a squadron is considered "out of ammunition" and must tend to replenish, the second is that airbases and sector stations are arbitrarily put out of action by being "fogbound" at all hours of the day, although this fog can clear again in an hour.

The arcade sequence gives the view from a Spitfire cockpit

- 7
- 3
- 3
- 3

in attacking enemy formations.

This game is one more proof, I'm afraid, that you can't take a good computer program (and it is good, make no mistake) and turn it into every battle there ever was.

## BATTLEFIELD GERMANY

- ▶ MACHINES: SPECTRUM/128K SPECTRUM/AMSTRAD/CRM 64/128
- ▶ SUPPLIER: PSS
- ▶ PRICE: £12.95 (CASS), £17.95 (DISK)
- ▶ VERSION TESTED: SPECTRUM

This is one more from the PSS *Wargamers Series*, which now includes a very wide range of games, some good, some not so good.

There are already enough World War Three games on the market, all set two years in the future and some showing their age as the future becomes the past.

*Battlefield Germany*, covering a familiar scenario of a Warsaw

Pact assault across the Inner German Border in 1985, would have to have been really spectacular to have made an impression.

In fact, I find the game completely unplayable. That isn't an exaggeration, I can't find a way of playing it. On either one or two player option you are presented with a main screen showing the immediate battle area, with top right a smaller screen showing the whole of Germany and the overall strategic picture.

Unfortunately this screen is so small that there is no way of matching it to the battle screen and working out what is happening.



It was also very confusing having half a dozen units all called nothing but "Sixth Shock Army", and having the Western Strategic Direction listed as a fighting unit, not a headquarters.

So I abandoned the Warsaw Pact forces and opted instead for NATO against the computer. After all, the game was only six moves long so it shouldn't be a problem. I selected the options and waited. The computer began to move Warsaw Pact forces across the battle screen, at times bleeping to itself excitedly.

Occasionally it would ask me which unit I wanted to defend with and then ignore my instructions by attacking another. It kept on switching from one map to another, playing the game by itself and occasionally tolerating my interference. For 37 minutes. It then asked me if I wanted to make my first move. By that time, no thank you, I did not.

- ▶ GRAPHICS
- ▶ PLAYABILITY
- ▶ REALISM
- ▶ VALUE

5  
1  
3  
2

## ZULU WAR

- ▶ MACHINE SPECTRUM
- ▶ SUPPLIER CCS
- ▶ PRICE: £9.95

*Zulu War*, for the Spectrum only, is a single-player tactical level game against the computer.

This is itself a pity. The real Zulu War of 1879, like all the 19th century colonial wars, was a struggle between a small regular force with little local knowledge and manoeuvrability, but devastating firepower, that could virtually guarantee a win a major set piece battle, and a large number of highly mobile native forces, with less firepower but far greater hand-to-hand fighting ability, that could inflict a major defeat on any unprepared or divided force.

A far more interesting game could be made of the Zulu War by a two-player strategic program, with plenty of scope for hidden movement.

This game offers two scenarios — the final battle of Ulundi, in which the power of the Zulu was broken, and a hypothetical battle against the British second column, which was never seriously attacked, taking place at Umelazi.

That the game needs a luscious battle screen is just how difficult the writers found selecting a battle in which the Zulu have a chance.

In the real battles the British stood shoulder to shoulder behind temporary defences of carts and mealia-bags. With their new longer-range breech-loading Martini-Henry rifles they were able to devastate the Zulu rushes before they ever closed to contact. Only at Isandhlwana, where the British were surprised with half their forces elsewhere, deployed with too wide a gap between units, and failed to keep up the ammunition supply, did the Zulu break through to contact.

At Ulundi, with many Zulu already dead from the earlier battles, the British deliberately chose not to fight from behind defences, but formed a hollow square of infantry with cavalry inside it, and blasted any Zulu coming near before unleashing the cavalry for a final charge.

I tried these tactics in the game's Ulundi scenario and was massacred. The game allows the British rifles such a limited

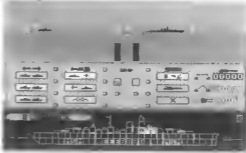
game to play for the Zulu War, and even as a representation of Zulu War tactics it isn't good.

But the game mechanism is a wonderful one for showing a disciplined army, used to fighting in formation, against an irregular force of higher mobility.

CCS have here the basis of a really excellent series of games set in the ancient period, with

grinned in their harbours in Germany were, throughout the Second World War, of immense concern to the British Admiralty.

If any one of them could have broken through the British air and sea defences between the Channel and Greenland it could, being resupplied by submarine, have briefly devastated the shipping routes across the Atlantic on which British



## ● BISMARCK



## ● ZULU WAR

range that they got only one volley before the far faster Zulu are upon them, and in hand-to-hand they stand little chance.

The game shows the British forces as square blocks, at first five figures by five, then shrinking to four by four and so down. This works very well, producing gaps in formations and forcing the British to close towards the centre each time. But the only way to even survive the Zulu rush is take up cover behind wells in a nearby abandoned village. The Zulu advance appears only at random, but in such a way that they maintain a broad general direction towards the enemy.

So, this is probably the wrong

survival depended.

So close was the British watch on the exits into the Atlantic that this was never very likely, but the closest the Germans came was the attempt of the Bismarck, with the battle-cruiser *Prinz Eugen*, in May 1941.

The PSS game offers the player either side against the computer, and a choice of difficult levels.

Its main screen is the strategic map from Sweden to Greenland and from northern France to the Atlantic ocean, showing the air cover and patrols provided by both sides. The main skirt for either side is guessing when and how the *Bismarck* will attempt to break out.

The *Bismarck's* best chance is at night in bad weather.

On encountering an enemy ship the player can opt for the combat screen. This is an improvement on the usual arcade screen offered by the PSS *Wargamers Series*.

The main skill in the battle screen is manoeuvring the ship and estimating the range to the enemy target.

This is a historically good application of the "hunt the enemy" program which features in a number of PSS *Wargamers Series* games. My one criticism is that, although a joystick option is offered, it is so sluggish as to be virtually unusable, and often causes the program to crash. This makes

say Romans against Ancient Britons or Alexander the Great against the Persians. The ability of the irregular force to create gaps in the regular lines and infiltrate through them is offset by the higher regular firepower and stability with heavy losses.

- ▶ GRAPHICS
- ▶ PLAYABILITY
- ▶ REALISM
- ▶ VALUE

8  
8  
6

## BISMARCK

- ▶ MACHINE SPECTRUM [AMSTRAD/CBM 64/DUE SHORTLY]
- ▶ SUPPLIER PSS
- ▶ PRICE: £9.95 (CASS), £14.95 (DISK)

The handful of German battleships and battle-cruisers

flying a torpedo bomber on keyboard controls alone rather than it should be

- ▶ GRAPHICS
- ▶ PLAYABILITY
- ▶ REALISM
- ▶ VALUE

## YANKEE

- ▶ MACHINE SPECTRUM
- ▶ SUPPLIER CCS
- ▶ PRICE £3.95

*Yankee* is a grand tactical game for one player set in the American Civil War and offering two options — the player may either take the Union side at Gettysburg or the Confederates at Chancellorsville.

This is the fourth game produced on essentially the same system by Ken Wright, who has previously used it for his *Waterloo*, *Austerlitz* and *Napoleon at War*. Overall, *Yankee* is the best of these four games. Sadly, it is still not very good.

The thinking behind the games-playing program is in itself a sensible one. The author argues that an Army commander should have little direct control over formations below him in 19th-century warfare.

Instead he issues generalised directions to his Corps commanders. The computer makes these commanders "intelligent" so that they will query their orders, offer suggestions which from a better viewpoint they consider more likely to succeed, and even be given full control of their forces when in the presence of the enemy, to act as they think fit.

All this sounds marvellous. Unfortunately, the program is in no respect powerful or sophisticated enough to make this system work. In a single testing game I saw the following all happen: a Corps ordered to attack an enemy of its own strength sent forward a single division (a third of its strength) to be massacred while the rest just shuffled around; a Corps commander ordered to hold

requesting permission to retreat, and when this was granted attacked with half his force while the rest moved sideways; a Corps ordered to attack query its orders and say that instead it wanted to attack (?); and a Corps ordered to advance north-west promptly set off south-west.

The combat mechanics also remains very crude — units simply hack chunks off each other in units of 500 men, with no attempt to advance, retreat or respond to what is happening to them.

The very large random factors which made the earlier games so confusing have been reduced, making it at least possible to judge an attack properly. But the combat mechanics still favours the attack very much over the defence, particularly as, if attacked, the computer opponent tends to draw into a defensive huddle which is easily outflanked or by-passed.

All this makes *Gettysburg*, particularly at the hardest of the three levels of difficulty offered, virtually unwinnable, and Chancellorsville virtually unlosable.

- ▶ GRAPHICS
- ▶ PLAYABILITY
- ▶ REALISM
- ▶ VALUE

## GETTYSBURG

- ▶ MACHINE CBM 64/CBM 128/ ATARI/APPLE
- ▶ SUPPLIER STRATEGIC SIMULATIONS INC
- ▶ PRICE £29.99 (D&D)
- ▶ VERSION TESTED CDM 64

From the Americans of SSI comes the most famous battle of the American Civil War, the complex and bloody three-day encounter in which the Confederacy lost its best chance to win the war quickly and impose peace on the Union.

The game provides a scrolling map of the battlefield, with player options to take either side against the computer or another opponent, three levels of difficulty (of which the

"advanced" level is very difficult indeed) hidden movement, a time-limit on issuing orders, changes to the balance of forces, the rate of arrival of forces for either side, the ammunition available to either side, and options to play any of the three days of the whole battle.

Such variety gives a handicapping system so that, at its most simple, this game could be played by just about anyone, and at its most difficult it presents a real challenge to the expert.

Both command-and-control and responses to combat have been very well thought out in this game. The presence of a good leader (or a bad one) could affect a unit's behaviour and fighting power very much indeed, and the advanced game encourages the player to move commanders of higher formations around, adding their leadership to whichever regiment needs it most.

The authors understand that fear and fatigue are more or less interchangeable, and prolonged exposure to fire quickly runs up "fatigue points" which will cause a unit to break.

My main criticism of the game is that it takes so long and plays so slowly — at least as slowly as a board game.

The program acknowledges this by flashing up cheerful messages to "wait a moment" and "the screen will be blank for a few minutes".

With the two player option you play more or less in real time, with an hour of game time providing an hour of battle. Saving to a disk is therefore almost essential unless you have a lot of time and patience.

These are, however, only

small criticisms of a good, if very slow moving, game.

- ▶ GRAPHICS
- ▶ PLAYABILITY
- ▶ REALISM
- ▶ VALUE

## BATTALION COMMANDER

- ▶ MACHINE CBM 64/ATARI/ APPLE
- ▶ SUPPLIER US GOLD FOR SSI
- ▶ PRICE £44.99
- ▶ VERSION TESTED CDM 64

The earlier SSI game *Combat Leader* gave the player command of a company of infantry with tank support in a fast-moving real time game.

*Battalion Commander* is the next level up.

The game's real time, which means that the player must look everywhere at once and respond to a series of messages all asking for help.

There are four basic scenarios — the "meeting engagement" of equal forces, and the "distance" game, in which your battalion will be attacked by an enemy double its number at any time, or straightforward.

But in the "attack" and "pursuit" options the player commands one battalion on the western side of the map while the computer runs a second battalion moving in parallel with him.

The duties of a battalion commander in combat are not, in modern war, very different from those of a company commander.

To this extent *Battalion Commander* is rather more limited than *Combat Leader* and less good in terms of playability.

- ▶ GRAPHICS
- ▶ PLAYABILITY
- ▶ REALISM
- ▶ VALUE

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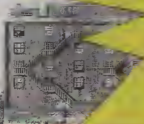
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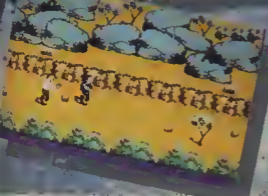
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In other words this is your only chance to win The Living Daylights arcade machine.

The arcade machine is being produced in America by a Mastertronic-owned company. Arcadia using Amiga technology. This game will be so new that the chances are you'll have crowds gathering outside your home demanding to get a look at it.

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The next 50 runners-up will get an 007 key ring like the one featured in the film. They're the ones you can't lose.



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Now comes the hard part. What we want you to do is answer our special James Bond questions. Send your answers together with the printed form to The Living Daylights Competition, Computer + Video Games, Priority Court, 30-32 Ferrisdon Lane, London E6 3AAU. The closing date is August 15th and James Bond's — otherwise keep up as the Editor — decision is final.

## QUESTIONS

- 1) Which of the following titles is NOT a James Bond film?
- A) Goldfinger
  - B) Di No
  - C) From Russia With Love
  - D) Icebreaker
  - E) The Spy Who Loved Me

Answer:

- 2) Who is the latest actor to play the role of James Bond?

Answer:

- 3) Name two other actors who have starred as 007?

Answer:

- 4) Who wrote the James Bond books? Was it

- A) Ian Fleming
- B) Ian Fleming
- C) Alexander Fleming
- D) Fred Fleming
- E) Peter Fleming

Answer:

- 5) The bond films and books always feature a really big, bad supervillain. Two of the following are not Bond villains, can you spot them?

- A) Mr Big
- B) Goldfinger
- C) Dr No
- D) Garry Williams
- E) M

Answers

The Living Daylights Competition

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# Wayne's Play by Mail

**Wayne, here again, the Number One Mail on the Play-By-Mail Scene. This month I venture Further into Fantasy and fire a salvo off at Muskets and Mules. Don't forget to check out my Wonder Offer.**

**K**J C Games, one of the biggest PBM companies in the UK, and thanks to the popularity of their latest game *It's a Crime* and the renewed interest in their other games, *Crassmoff's World*, *Earthwood* and *Capitals* Kevin Cropper, KJC's managing director, decided the time was ripe to start pub meals again.

He turned up at the pub with two of his top G M s, Nigel Mitchell and Andy Smith, to meet the 150 players who turned out. People came from as far and wide as Bristol, Liverpool and Norwich to take part.

To cut a long story short the meal was a huge success and everybody had a great time. You could meet players that you were playing with or against, learn lots of inside info and make or break alliances.

The meal went on well into the night and it was agreed that we will all do it again soon. Next time, it will be arranged so that I can inform all C+VG PBMs out there and we can turn it into a mega meet! Keep your eye glued to

this mag for details.

Readers will be pleased to note that I did my duty as your PBM correspondent and went drink for drink with Mr Copper — not an easy task.

At about 1am I managed to get him in such a state that he willingly signed an oath in blood (his) to allow TWO C+VG readers reviewers playtesting positions in each of his games, for an unlimited period of time.

So, if you want a bash at anyone of these FREE playtest positions drop me a line, enclosing the logo above, telling me how many pints you think Mr Cropper and I sank between us at the pub meet, and the position is yours!

Don't forget let me know the kind of PBMs YOU like to play and the names of any games you are involved in already.

I'll give you a clue. The meal lasted over 24 hours and I spent well over £20.00 — London prices remember!

By the way, I should mention that the *It's a Crime* offer made in the May edition of C+VG is still open. If you fancy taking part in a special game of *It's a Crime* —

exclusively for C+VG readers — with the C+VG PBM trophy as the prize then write into me, enclosing the logo, and you will get a free set up in the game plus two free turns and a rulebook.

● I have received a letter from the person who runs *Muskets and Mules* telling me that the four playtesting positions I offered in the April issue never existed!! In a lengthy letter I was told that "we got our wires crossed". To say the least, I was upset and angry. Most, if not all, of the many reviewing positions I obtain are done on a "word of mouth" basis over the telephone.

There is a lot of trust and goodwill attached to these promises and to date I have never got my "wires crossed" with any other company.

Of course, the next thing I received were letters from the winners asking me what has happened to their playtest. I would like to personally apologise to them and can

assure them that they will shortly be given a reviewing position in another, and in my view better PBM.

I do not wish to get involved in a war of words over what happened, but needless to say I will never review another **Historical Engineering** product again in any capacity anywhere. I'll leave you to draw your own conclusions as to why.

● How would you like to work full time for one of the UK's leading PBM companies?

**Mitre Games** has written to say that they are moving into much larger office premises and expanding their business. They require up and coming GMs to moderate some of their games, both old and new.

They have not sent me any details about what type of person they require, but enthusiasm, eagerness and a willingness to learn are essential. Also they would





## Wayne's Play by Mail

**Further into Fantasy**  
 Although I have given this game a mini-review in the April, a large part of the mail I receive starts off: "Can you tell me more about *Further into Fantasy* as it sounds such an interesting game?"

As I always bow down to what the reader wants, here is a full review of what I consider to be an excellent game. F.I.F. was launched late in 1986 by **The Laboratory** as a new concept in PBM. They had looked at and played quite a few fantasy PBMs and didn't like what they say — so they decided to create a game the likes of which no-one had ever seen before.

When I received F.I.F. start up kit the first thing I had grabbed my attention was the rule book. It is superbly printed on quality paper and contains a lot of classy artwork. It oozes style.

I can honestly say the contents are even better than the quality of the presentation. It was all there. Easy to read rules, clear examples of how

to create your character, hints, tips and much much more.

I fell like I was being guided through the rulebook by an old friend. The rules really want to make you play the game.

Also contained in my start-up package was a newsletter aptly called *What's Striving* which once again is full of quality stuff. It is packed full of articles on F.I.F. and other game related subjects. It also has in-depth articles on the history and religions of the planet which make interesting reading.

What makes the game interesting for me is not only fact that it is a single character fantasy PBM. But also that the character you play is YOU.

In F.I.F. my character grows exactly like me. The fun is that you can play yourself, but you have special abilities and call yourself by a different name.

F.I.F. is a synthesis of reality and fantasy, your character is a mixture of your actual and possible attributes. By creating your character via the rules you can create someone who is exactly like you or someone who is built like Conan.

Initially you are told that there is another dimension where the planet Dorm exists. All kinds of weird and wonderful things happen there and you feel an unnatural urge to explore it.

You know the transition to the alternative dimension happens at midnight, so you make your preparations and head off for the secluded forest where it all happens.

Standing in the forest at midnight awakes you know the time is right. Then all you feel is ultimate pain and you are sent spinning off on your way. You cannot deny your destiny.

Suddenly you appear before a giant, who is standing next to a large fire pit. Several metal rods are stuck in the flames. The giant pins you to the floor, rips open your shirt and brands your chest with one of the rods from the fire. Quite naturally, you pass out!

When you awake you could be anywhere on the planet Dorm, you know not where.

You also have the letter 'T' branded on your chest. How

do you survive? It is up to you.

You can become one of three classes of people: Priest, Sage or Warrior. Each class has their own advantages and disadvantages.

A warrior is not just a fighter. A warrior is a physical being who strives to make their body grow in all respects. To become strong and agile, fast and cunning. In this game it is nice to see that warriors' wits have to be as sharp as their swords.

Warriors can specialise later on in their career, becoming assassins, trackers or gun-fighters if they wish.

Sages study ancient toms, arcane rituals and ancient knowledge. They spend a lot of time in research for good reason. A sage when trained has infinite knowledge and access to power which other people will never know.

Special powerful magics are drawn to a sage and they may tap into them to the full.

For someone to actually play a sage in this game they must be prepared to put in a great amount of their own time for actual research. I can vouch for this as my character in this game IS a sage and I once had to write a full essay to satisfy the GM about a certain task it was hard work.

In time a sage may become great enough to specialise in either Demonology, Healing, Life, Necromancy or Sorcery to name just a few.

On the other hand a priest is not just the simple puppet of a deity. Priests may gain godliness later on in their career if they behave piously enough.

A priest's power relates directly to the god that the priest chooses. Many things are taboo. Customs of Gods must be observed, holy days respected, people must be converted. In return a priest may be granted awesome powers.

The path of a priest is a lonely one that holds great reverence. A priest will never go wanting for food or shelter and his word will often carry great influence.

**Character creation**  
 This system for creating your



character is simple. You have a pool of 15 points from which to determine your characteristics. You may allocate points to any characteristic apart from acquired magic.

There are thirteen basic characteristics to choose from ranging from Accuracy to Survival Instinct. There is no upper limit and you can spend your points as you like.

You then have to allocate your character various skills. There are 13 skills you can choose from Athletics to Technology. Once you have done this, your character is created.

#### Magie

Your character starts off with two spells that are instantly useable — Sword Fire and Insight, which both come in handy.

Sword Fire, when cast on any bladed weapon, causes it to be shrouded in magical fire. This increases the effectiveness of the weapon.

Insight is a powerful incantation which allows your deity to increase your knowledge and thus you can answer complex and intricate questions. Used in the right way this spell is very powerful indeed.

Whatever class of character you choose to belong to, you MUST keep a spellbook. Every spell you discover will have a unique set of details that must be recorded.

Spells come in grades and durations. A grade one spell means that you must wait one unit of magical potential before you can use it and a duration of one means that it will last for about ten minutes.

#### Wayne's Verdict

This is an ideal game for a person who has never played a fantasy PBM before. It is simple, yet interesting. However, I have played PBMs for nearly five years and I really enjoy it, so it goes to prove it can be pleasing for experienced PBMs as well. It caters for everyone from players who like to hack and slay to players who like complex problems.

All of the four GMs responses are excellent, in a no-nonsense straight talking

style. No dreary reports on the weather, waffle about the terrain are found in this game. It is all action, get up and go game, with action coming thick and fast.

The style of the game is to my taste as well. A discover-it-as-you-go-along type game with plenty of previously prepared fact sheets on hundreds of subjects, from the history of the planet to prehistoric animals. There are also large and small scale maps plus "wanted" posters.

The company plans to release a series of lighting type fantasy books. You play your character and send the books back to see how you got on.

Later in the year they are going to issue a series of scenarios, so that you and your friends who play the game in the same area can play the board game based on the PBM!

I can also divulge a secret which to date no-one has known. Yes, this is a genuine C+VG exclusive! Every two or three months, The Laboratory are going to invite certain players to the Laboratory and actually play face to face with or against the other players who are in the same position as each other in F.I.F.

Yes, it doesn't matter if you are in the top ten or not, YOU could be asked to spend a weekend at The Laboratory playing your favourite PBM character — if you are in the right place at the right time!

**Wayne's Wonder Offer**  
Start up in The Laboratory usually costs £5.00. However, C+VG readers who write into me enclosing the logo above will be entitled to:

- 50% reduction. Start-up will cost you just £2.50.
- THREE FREE turns, worth up to £6.00
- FREE initial newsletters. PLUS: The first ten people who The Laboratory pull out of the hat get their MONEY BACK and get ALL of the above TOTALLY FREE!

If you have already started playing F.I.F. and think you have missed out, don't worry if you write into me as above, you can have a second

character started up for free and two free rounds as well.

What more do you need to be encouraged to start playing PBM? Get involved!

Further turns in F.I.F. are a reasonable £1.50 for normal turns or a competitive £2.00 for an ultra turn, which is much more descriptive. Please make all cheques/P.O.s payable to The Laboratory Letters.

● I have had lots of mail enquiring about a magazine called **Flagship** and other PBM magazines in general. A lot of people have heard about them, but don't know what they are or how to get them.

To set the record straight, **Flagship** is a professional magazine that dedicates itself solely to PBM. It covers all aspects of PBM, reviews of PBM games, new and old, and news of what's happening on the PBM scene. It has a tremendous scope and contains lots of useful info.

It's only available by subscriptions and costs £7.00 per four issues.

The magazine is issued four times a year in accordance with the seasons. It is a world-

wide magazine and is well established having run for many years.

However, if you write to the address below and state that you read about **Flagship** in this magazine, you will be able to subscribe for only £6.00. If you are interested, please contact **Flagship**, PO Box 12, Aldridge, Walsall, West Midlands, WS9 0TJ.

All cheques and P.O.s should be made payable to the magazine.

**First Post** on the other hand is an amateur PBM fanzine which is run off on a Micro Computer and a photocopier. It is a bi-monthly, non-profit making magazine end carries reviews on the most popular PBM's both amateur and professional.

I found it a very good read and despite the quality of the printing it has many interesting articles, covering at least four of the games you have read about in this column in the past. It costs £1.00 per copy and it is available from, K G Pack, Halm Tree Lodge, 9 Kings Meadow Lane, Higham Ferrers, Northamptonshire, NN9 8JE.



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reflexes of a wizzer and the speed of the fastest bird on two legs, otherwise its sorry  
goodnight and "Burr Burr!!!"



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# Frame Up!

Hey, you're a real bunch of artists! How do we know? Well, just take a look at the latest screen gems from YOU. There's some truly terrific Amstrad screens from none other than Steven Tate from Milton Keynes who sent us a disc full of goodies like the Christians and his epic "Crushed Coke Can" — is this ART or what! Then we've got Steve's Karate Kid spoof, East Enders. Truly wicked this one. Equally wicked are David Garbett's Metallic Avenger, East Enders from an earlier VHS cover and his rendition of Zombië Dawn, which looks like a right out in the same town of Walsall. Then there's David Sowerby's fine portrait of our macho man, Kaliber on his trusty Electron. They said it couldn't be done. Finally, on a musical note on the 64, there's James Robertson's excellent Sesey. The 64th thing screen, taken from the Dire Straits video of the same name and a couple of other wonder pics which as usual we can't name because we've lost our letters! Big slap on the wrist all round. Still, as Sergeant Pepper says, things are getting better all the time — so we might get it right next time. Remember, send your tapes or discs to Frame Up!, Computer and Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. DON'T forget to clearly mark your entry with your name and address and give us any loading instructions/zoom details you think we need to know. And watch this space to see if we print YOUR picture!



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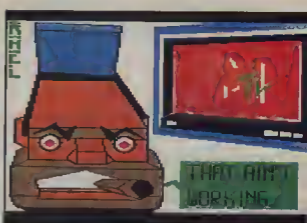
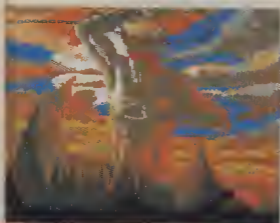
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and you are the.....



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# ADVENTURE

## news

**T**his issue, C+VG's ever popular adventure pages get a whole new look. Why? Because we want to continue bringing you the BEST adventure news, reviews and comment around. Other magazines may try to copy C+VG but no-one comes near! What are we going to do to the adventure section? Read on...

The Helpline has been slimmed down to one page to concentrate on the important task of helping YOU through the difficult parts of your current game!

The adventure forum, previously included in the Helpline, where your ideas and mine are aired, now appears on the last page of the adventure section, and it will carry a sting in the tail!

Shh — you-know-what will be coming up with some more vitriolic comments on the very worst in adventure games, the nastiest habits of people who play them, and the lack of taste and carping amongst adventure reviewers!

We will be retaining a regular main feature, be it an in-depth preview of the latest and greatest game, an interview with an interesting adventure personality, or a complete solution to a game you've been dying to solve for years!

Perhaps the main difference in the layout, will be the review pages. The bigger adventures, those with an outstanding plot, great technical merit, or maybe just a huge amount of hype, will be covered in greater depth than before. And we won't be pulling any punches — if we don't like 'em, as always, we'll say so!

Smaller games, generally in the budget class, typically but not necessarily Quilled or GACKED, will have condensed reviews, and a single Quick Guide rating. These will be neither played nor reviewed in such depth as before. What we will bring you is the essential details of the games, and a rating based on a quick Impression combined with price. This means that we will be able, in future, to cover more titles in the same space, and hopefully, not have to omit any published adventure completely.

Hope you like the new look! Write and let us know whether you do or you don't. Ifs you, the adventure reader, who counts and YOUR views are important to us!

Keith Campbell After nearly ten years selling software, Mollmex based in Sussex, is closing down in the heyday of early home computers, the name Mollmex was a byword to owners of Tandy machines. Having the sale right to distribute Adventure International products, Mollmex introduced many computer enthusiasts to Scott Adams' adventures.

As well as importing programs, Mollmex had a number of its own authors — people who had written programs and submitted them for publication. Among these were Brian Howarth, whose famous Mysterious Adventures were given a start in title by Mollmex, and none other than Keith Campbell, author of three Basic adventures.

Terry Pratt, founder editor of C+VG, approached Mollmex during the planning stage of the first issue, seeking potential writers on adventure games. It was thus through them that C+VG's adventure column came to be written by KC and still is to this day. (We can't get rid of him! Ed)

Gilsoft's Professional Adventure Writer system, which enables the user to write an adventure without the need to know a programming language, will be gradually released for a wide range of machines.

Already available for the Spectrum, Commodore 64 and Amstrad CPC versions are planned for release "around Christmas" Bela testing is being carried out by St Bride's, whose Jack The Ripper is likely to be the first commercially available adventure using PAW.

Commodore and Amstrad versions of Ripper, may precede the arrival of PAW itself, since a pre-production version will be used, circumventing delays whilst manuals and packaging are produced.

Meanwhile, Amstrad PCW owners should find PAW available for them at the present time, a CPM version which used word-processing for text files. Further plans for PAW included Amiga, Atari, ST, and IBM machines, for which compilers will be provided.

Popular Computing Weekly has dropped Tony Judge's popular Adventure Corner. After five years recognised as one of the country's experts on adventure games, Tony will happily be joining C+VG's review team — making this magazine's coverage of adventure unrivalled by any other publication.

Steve Meretzky, author of the smash hit, *Leather Goddesses of Phobos*, has gal back together with Floyd, the robot character popularised in *Planetfall*, now making a come back in the sequel — *Stationfall*.

In *Stationfall* you are enlisted in the Stellar Patrol. Your heralics in *Planetfall* earned you a promotion from Ensign Seventh Class to Lieutenant First Class... on the paper-

work task force.

Your life is as tedious as ever. Your assignment of today travel to a nearby space station and pick up a supply of trivial toms. What a bore! That is until you find out that your companion for the journey is the mischievous playful Floyd!

From the moment you and Floyd arrive at the same space station, you realise that this is not a routine mission. The place is deserted, save for an ostrich, an Articurian ballan creature and a brain robot named Plato. The captain's log describes a breakdown of machinery and finally even Floyd begins acting oddly...

*Stationfall* is Meretzky's sixth interactive fiction release. As well as *Leather Goddesses* his previous successes include *Hitchhiker's Guide to the Galaxy*, and *Planetfall*, for which he received Best Computer Software Designer. The program will be available in late-June for a wide variety of computers including Apple II series and Macintosh XL/XE and ST series, Commodore 64/128 and Amiga, Amstrad CPC and PCW series, IBM PC series and MS-DOS compatibles. The suggested retail price is \$24.99 for all other systems.

Mosaic Publishing's plans for a *Yes Minister* adventure, shelved some eighteen months ago, will come to fruition after all. Now retired *Yes Prime Minister*, the game, based on the popular TV comedy, and programmed by ODE is due to appear later this year.

Budget specialists The Power House has released an interesting looking two cassette package on the Spectrum for those who fancy having a go of writing adventures. It contains an Adventure Builder System and Artwax graphics.

# ADVENTURE club

Over the past few years, fanzines and clubs for adventurers have appeared with increasing frequency. KEITH CAMPBELL calls in on The Adventurer's Club to find out what they are all about.

In a good adventure the player gets drawn into the fantasy as he works his way through a good book. You're not satisfied until you have reached the end, unravelled all the mysteries, and laughed at all the jokes.

Unlike the reader, an adventure player cannot simply progress page by page through the story. He must solve each puzzle that presents itself before he can turn the next page.

However good he might be at solving these puzzles, there are inevitably times when he comes to a grinding halt.

Perhaps a puzzle has hit his "blind spot", or it is just TOO difficult (which can often mean it is brilliantly simple) to crack. What is he to do then? Consulting with other adventure players is not easy, for they don't come a dozen to the street — let alone another player who has played and completed the particular game in hand.

Within 12 months of the birth of the world's first dedicated adventure column in *Computer + Video Games*, letters started to trickle in from people who were stuck in adventures and had no-one else to turn to.

As the amount of mail increased, we decided there was a need for an Adventure Helpline — a service offered by the magazine to help adventurers by way of clues in print and direct replies by mail.

It was hardly surprising that before very long, enthusiasts' clubs started appearing, held together with a newsletter or fanzine containing detailed maps, solutions together with general gossip and letters.

These were the specialist forums for the dedicated player who makes a hobby

out of playing the game.

HENRY MUELLER first discovered an interest in adventure when he started to read the adventure column in *Computer + Video Games*.

He read the articles and reviews, decided to give adventure a try, and like many before him, got totally hooked.

Henry was, at that time, a businessman importing coconuts from Sri Lanka. But he thought to himself what better than to combine business with pleasure and to go into the adventure business? More fun than coconuts!

Henry decided he'd like to provide something more than just a fanzine. He wanted to offer a really comprehensive and professional service to adventure players, with a club atmosphere.

The Adventurer's Club was born in February, 1985, as a limited company.

The cash was needed to acquire the computers necessary to cover a suitable range of games, and to attract members to the new club.

Henry scanned the Helpline columns of the popular computer magazines and sent mailshots to anyone whose address he could spot.

The Adventurer's Club also wanted to operate a phone-in Helpline at various times during the week, as part of its service. So another vital piece of equipment for the club was an answerphone machine.

New recruits were coming, through a modest amount of advertising, but a particularly difficultly of that time was an organisation called the

International Adventure Club. "People sent off \$5 to the IAC and heard nothing more," said Henry. "This set us back a bit. I can't really blame people for treating us with suspicion."

Adventure author Pete Austin agreed to become honorary president, and membership began growing at a healthy pace, with ACL's attendance at smaller exhibitions, like Microfairs and Commodore Shows, and help from Level 9, who sent out the club's advertising leaflet with every Level 9 game. But soon near disaster was to strike.

Suddenly last summer, everything stopped at ACL. The phone went dead, letters went unanswered, and the monthly Dossier mailed to members, failed to appear.

Rumour was rife, but no answers were forthcoming. Had Henry done a runner with the subscription money, the bulk of which had just been paid in. What was happening? Where was Henry Mueller?

The story involves Henry's financial backer who, in a remarkable turnaround, with scant regard for the members' interests, decided to withdraw his support.

Henry was instructed to close the operation down. Technically being merely an employee, he had no executive control over the company.

He offered to buy the club outright, but his backer wasn't interested — he just wanted it closed down.

So Henry used delaying tactics, procrastinating about sending out the closing letters to members.

Eventually he managed to get his way, bought out the shares, and took over properly.

The ACL produces a monthly 26 page *Members Dossier* containing reviews, hints and tips, and members' letters.

I put it to Henry that many

fanzines tend to concentrate on the obscure, have grown adventures. Henry agrees, and thinks this is a mistake.

Henry is thinking of making the Dossier bi-monthly throughout the year.

As well as the Dossier and excellent mail order service, pleas for help from adventurers are answered both by phone, and by mail.

Henry reckons on a 95% success rate in answering the problems immediately, with a further 2.5% coming from members as a result of pleas printed in the Dossier.

Before I left I visited the nerve centre at ACL. Here everything is reassuringly well ordered. Racks of files contain adventure solutions and maps for quick reference — surprisingly

Henry finds information retrieval quicker from paper files than from a computer! Our own C+VG Adventure Club hoped to make more special offers available, but this requires a full time run direct mailing operation to be successful.

That is why we at C+VG have decided to hand over our membership to ACL. We found we didn't have the time to provide the comprehensive facilities we know our readers deserve.

The C+VG Adventure Club membership year has now expired, and our closing Newsletters, we offer a special introductory offer to ACL as a parting gift.

We also unhesitatingly recommend non-members who desire the contact of a club offers, to join the Adventurer's Club Ltd. You'll be in good hands.

If you are interested in joining the Adventurer's Club, then write to them at 63c Menelik Road, London NW2 3RH, at phone 01-794 1261 and request a membership application form. The annual subscription is \$11.95. C+VG Adventure Club members should watch out for the special introductory offer in the final newsletter.

# ADVENTURE

Lapis Philosophorum is an adventure that makes Phil Hardy of *Worthing* feel sure he is a thicket. "Why haven't there been any clues or questions about it in the *Helpline*?" he asks. "Has everyone else already solved it?"

Stop worrying Phil! The reason for the silence is that yours is the first letter we've had about this adventure! Perhaps you are the only one with courage enough to tackle it? Come in you *Lapis Philosophorum* players — we know you're out there, secretly struggling, without us knowing what's going on!



Phil wants to know how to get out of the city. Any hints on what to do with the blacksmith, and a list of things more useful than a pig would be most welcome, he adds.

After some time playing that 'great classic' *Zork 3*, Frank Stevenson of Halsford in Norway got stuck. Naturally, he turned to the clues section of *C+VG* — but he couldn't make any sense out of the reference to spheres in the January issues. Oops! That is because we got our knickers in a twist Frank — it was really a clue for that other great classic, *Zork 2*!

If you look up to the roof of a nearby castle, you might spot David Monk, of Woodford Bridge. He's stuck there! Playing *See Ka Of Assah*, David asks "Now what?" Try Tony Taylor's advice for the really desperate in *Cheat's Corner* — that's probably what!

Matthew Lee, meanwhile, is stuck in the public library. All those books in front of him, and he can't decide which to borrow. Perhaps "Do-It-Yourself Manhole Cover Opening" if it's not already out, for Matthew is unable to carry out this simple operation. "Cracker has got the golly, but what else is there to do now?" he asks.

"How do you enter Grigor's lair without being killed, and how do you get past the den near the stumps," asks Graham Neilson of Old Trafford, who is currently playing *Souls of Darkon*. Graham also wants to know how to pass the Gargyle Fountain inside the dark tower, in *Father of Despair*. Stuart Booth at Aberdeen is playing *Rick Hanson*. Every time he enters the missile room, General Garantz lunges for a button on his console. How can he be stopped?

Wording is often difficult, even in a very high calibre game such as *Kayleth*, described almost unanimously by every *C+VG* reader who has mentioned it as "brilliant". It seems to be wording that has caught out Kayleth playing Stephen Barnforth, who lives in Hamilton. "Can you tell me the exact wording to drop the silver rod, the pyramid, and the cube into the silver socket," he asks. "And how do you plant the compost?"

We are here to help you! Paul Coppins rises early each morning and solves an Incommod adventure.

To cope with northern dialects, we have Steve Donoghue, chief translator of letters written in Geordie. Add to them Matthew Woodley who said *Eureka* and really meant it; the elusive duo Daniel Gilbert and Adrian Bolt, and you'll see we've got a first rate team lined up to come back to you with an answer. And just to ensure it doesn't run too smoothly, there's me

# ADVENTURE clues

Help this month comes from: Michael Ekman, Brielle, Netherlands, Stephen Barnforth, Ilkeston, and our own archives

chat before touching.  
Look at your watch and the STATIONFALL.  
To be a successful paranoist, repeat the message with AUREALCACY.  
Read the letter? Read the RIBEL PLANT?  
COLOUR OF MARGOT.  
Simply KILL TROLL right.  
door, then the left, then the right.  
Ralph go through the right LABYRINTH.  
Fill the loose piece of the SOULS OF DARKON.  
All under pressure is not happy in a vacuum! Expect SAVAGE ISLAND PART 2 sickness.  
TEMPLE OF TERROR  
Examine the deck of the ship.  
HEROES OF KARM.  
Before setting out.  
Ask Baren to use the crowbar.  
If you are feeling clumsy!  
ZZZZ  
To enter the mansion, try to open the door. When a window opens, climb the vine and then climb down.  
SPYRICK  
A sword in cable car to get fishing rod, and slide back to LORDS OF TIME.  
Wave the leaves to escape the pit. Wave the mirror to escape the bombastant.  
From the north bank of the river go N E W S.  
Wear the cloak to become invisible.  
Eat the pill to cure bedlam.

See *Ka Of Assah* can be cheated on the C64, says Tony Taylor of Thomaby. Here's how you do it:

When the game has loaded, answer YES when asked if you want to load a saved version. Rewind the game tape to the beginning, and load in side 1. When the 564 resets, type LIST and it should show 0 Type SAVE and save it on to a blank cassette. Now rewind the same tape, and type LOAD...1 Press RETURN, and when READY?

# cheat's corner

appears, type LIST, then the whole program will unload before you very eyes, showing you everything, says Tony.

The lengths to which some people will go...

# KID WHIZZ HAS HAD IT UP TO HERE

HE'S UP TO HIS NECK IN PROBLEMS...

**PROBLEM!** Three months back seat. Four more days and I'm out on my ear

**PROBLEM!** What a crap arcade conversion! Why don't I ever get a chance at jobs like this?

**PROBLEM!** It's a brilliant concept but there's not time to have it ready for next week what with everything else. Another smash hit I've lost out on!

**PROBLEM!** This is the fourth month missing that you've sold me there's a cheque in the post!

**PROBLEM!** I can't believe it, this is a top off of my game the best...!! sold me they weren't interested in

**PROBLEM!** Just what did you have me for it is wasn't my programming ability - a number crunching robot

**PROBLEM!** WHAT IS THE PROGRAMMERS SOLUTION?

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# ADVENTURE

## reviews

- SUPPLIER: INFOFRAMES
- MACHINES: ATARI ST/IBM 64
- PRICE: £24.95 (ATARI), £12.95 / £14.95 IBM CASSETTE / DISK
- REVIEWED: ATARI (KEITH) / IBM 64 (PAUL)

*Passengers on the Wind* based on the award-winning French comic strip by Francois Bourgeon, is

play. For example, in scene one you can confirm. Without explaining how to confirm, the instructions

continue. When this list search is over, you do not use the graphics section again.

Now this isn't too clear. Perhaps something went missing in the translation. Keith found this very annoying.

As a non-adventure player, Paul found the game much more enjoyable. "Instead of the seemingly impossible problem solving which are the centre of most adventures, *Passengers on the Wind* involves you in just getting the right sequence of commands."

Keith's summing up: "I consider myself to be very experienced in the operation of computer programs, especially games software, but this one had me beat. Eventually I turned to the complete solution provided for reviewers, but how it was to be implemented remained a complete mystery."

Paul's verdict: *Passengers* may not be the traditional type of adventure we're used to but at least it's something new and a pointer to what could happen in the future.

a vast sweeping adventure set in the 18th century on the eve of the French Revolution with settings ranging from England, France and Alnico.

You play the part of a daring, idealistic heroine, a courageous Breton sailor and a host of other characters.

The game starts easily enough, with a large, full-width picture, below which is a character window and a text window. I was quite impressed with the excellent graphics and colour, accompanied by music and sound effects.

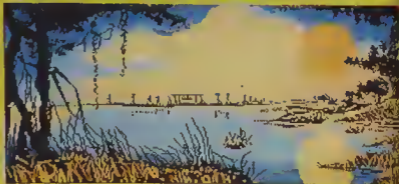
You call up the various characters, get them to speak and, by getting the correct sequence, progress into the adventure.

It's the first time we've seen this type of operation and it can be a little confusing.

The instruction could have been a little clearer. They read: "just by confirmation you can access the character you wish to



	ATARI ST	IBM 64
► VOCABULARY	N/A	N/A
► ATMOSPHERE	6	9
► PERSONAL	3	8
► VALUE	4	7



# TEMPLE OF TERROR

- ▶ MACHINES: C&A, SPECTRUM AMSTRAD, BBC (text only)
- ▶ SUPPLIER: US GOLD/ADVENTURE SOFT
- ▶ PRICE: £9.99 (CAS), \$14.95 (MS)
- ▶ REVIEWER: KEITH

*Temple Of Terror* is another in the *Fighting Fantasy* series of adventures, based on the Puffin paperback of the same name by Ian Livingstone.

Starting at the shore of a river, you are immediately threatened by the drunken crew of a nearby boat. Prudence suggests making off over the rope bridge conveniently nearby, but the adventurer's instinct warns that there must be something useful aboard the boat.

A trip across scrubland, and a welcome rescue by a helpful eagle, leads you to the desert. With porched front, you arrive eventually at the gates of the city at Vatos, where your quest really starts.

Here you must find five dragon artifacts, before the evil Malbardus gets there.

But first you must get in, and here is a problem with a

serpent guard, which exemplifies a limitation in the game's vocabulary, and poses one of those problems where the solution is not hinted at, has to be plucked out of the blue, and is most unlikely to be hit upon by the player, even though simple. It's such an unfair problem, that I will break a rule, and tell you outright that the answer is KICK SAND AT SERPENT.

In the context, GUARD is the noun and SERPENT the adjective, yet only the adjective is recognised and sand, although obviously present in a desert, is not mentioned.

A lack of alternative vocabulary is also apparent back at the boat and bridge — ENTER and GO are the respective command verbs, with no alternatives at BOARD and CROSS allowed.

The guard problem would have been unforgeable had there been no BOM (back one move) and QSAVE facilities, as one false move causes instant death.

However, these rather unfair difficulties are

somewhat mitigated by the fact that different approaches can be tried time and again using BOM with very little effort.

On into the city, and exploring the labyrinth of underground corridors, where you'll encounter a variety of monsters.

The instant graphics that accompany each location are quite effective here, portraying the creatures in a colourful fashion.

The text, on the other hand, is somewhat lacking, and not always logical. "Not a visible exit" is a phrase all too often seen when, quite clearly either there is such an exit, or one can be seen!

For example, it is entirely artificial to bar exits in this way in the middle of a (visible) desert, and in a chamber in which "a ladder leads up", CLIMB LADDER moves you up, whilst U itself is not allowed.

There are a mixture of problems in *Temple Of Terror*. Some are easy, some are not so simple, whilst others require pot luck. Many are of

the hack and slash variety — simply finding methods of killing the nasties out right, whilst others require a little more thought and a bit of plotting.

Altogether, this is not a bad adventure, but it lacks that subtlety and cryptic quality seen recently from Adventure Soft in *Rebel Planet* and *Kyleth*.

Marred, but not ruined, by the sort of shortcomings reviewers have been complaining about for years, *Temple* is not up to the standard we've come to expect from those masters of adventure at Adventure Soft!

- ▶ VOCABULARY 6
- ▶ ATMOSPHERE 7
- ▶ PERSONAL 7
- ▶ VALUE 7



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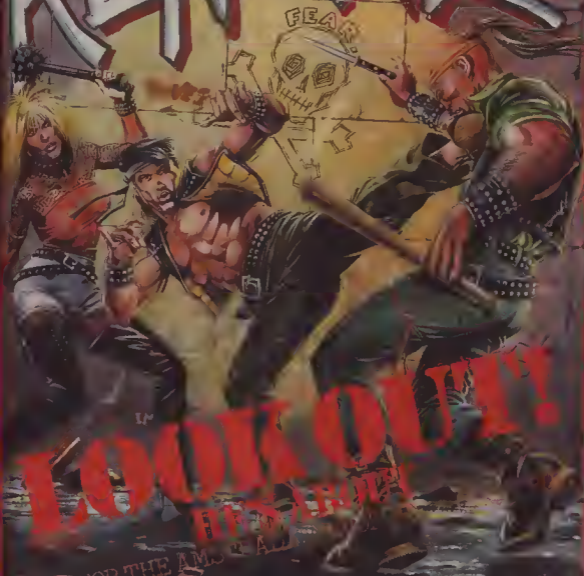
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4





WITH THE BBC

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# CODENAME: DROID

## Commander John Stryker's New Adventure



The Dramatic Loading Screen

Climbing up a rope  
(SURFACE DEFENCE)Flying with a jet-pack  
(ANCIENT SHRINE)The elusive Heber Droid  
(CREWS QUARTERS)Crawling under a grate  
(MISSILE FACTORY)

### Commander John Stryker is back in CODENAME: DROID

Stryker's Run was one of our most successful releases of 1986. It stayed at the top of the BBC Micro software charts for six weeks and received several glowing reviews. "The graphics are stunning... This should be in every collection" enthused A & B Computing.

Now CODENAME: DROID presents a new challenge for Commander John Stryker. He has been commissioned by the Allied Nations to undertake another perilous mission in their continuing struggle against the worm-eating Volgans.

His task is to locate and seize the Volgans' latest weapon, a new spacecraft (codenamed 'the Zif') which is equipped with the revolutionary matter/anti-matter warp drive facility Stryker must land on the mysterious planet Volga, penetrate the Volgans' underground defence systems, find the spacecraft and requisition it.

As Stryker descends below the planetary surface, he will pass through 4 different zones of Volgan activity:

- The Surface Defence — an array of steel girders, ropes and cradles lies coldly between the custed white rock walls.
- The Ancient Shrine — a stone-walled temple bedecked with hideous gargoyles and taping chandeliers.
- The Crew's Quarters — the Volgans' relaxation area. Tables and chairs are arranged invitingly amongst the essential ventilation pipes.
- The Missile Factory — clinical pseudo-metallic walls surround the missiles, bombs, and computers of the evil Volgan race.

Your character in the game can jump, run, kneel, crawl, climb up and down ropes, fire his laser blaster and drop mines. He can also fly for short distances using his jet-pack, and access information via his wrist terminal computer.

HELLO



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The screen pictures show the BBC Micro version of the game. The graphics of the Acorn Electron version are identical.

### Prize Competition

If you complete the entire CODENAME: DROID mission, you can enter our competition.

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# MASK

**MASK**, already a best-selling low-budget, highly successful television cartoon series and action comic, is selling 60 million new helmets — the Gremlin Action Graphics has just released the new MASK game — another to follow at the end of the year. Join C-130 as we venture into the world of MASK and their deadly foes, the agents of VENOM.

Imagine a world where illusion and reality, truth and deceit can exist side by side, a world of sophisticated vehicles and weaponry, and a constant battle between good and evil.

This is the world where the agents of MASK — Mobile Armored Strike Kommand — bravely try to counter terror and fear spread by evil genius Miles Mayhem, leader of VENOM, the Vicious Evil Network of Mayhem.

MASK is headed by Matt Trakker, dedicated to the eventual demise of the ruthless killer Mayhem.

Trakker and his fellow MASK agents operate out of Boulder Hill. What appears to be an ordinary gas station



is, in fact, the MASK headquarters. From here MASK agents wage their counter war against VENOM.

This is the background against which the Gremlin Graphics game is based.

A battle between the MASK agents and VENOM (Vicious, Evil Network of Mayhem) has left the planet battle scarred

and virtually devoid of life. VENOM has abducted Matt's fellow agents and scattered them on earth, throughout space and time.

The task of recovering them falls to Matt — the only agent still at liberty.

Together with the war-damaged Thunderhawk, his own special transporter, Matt embarks upon a journey through space and time in search of his colleagues.

After having located his own special mask, his route takes him through four dimensions of time as he scans the earth for the missing agents.

VENOM has scarred the planet by creating huge space craters while landings and Matt can use these as entry points between earth

and space. Once back on earth, danger awaits Matt — codename Hunter — in the form of flying boulders, runaway trains and live volcanoes.

Matt must navigate Thunderhawk through these perils, collecting items which may aid him in his quest and at all costs, avoiding the hostile VENOM patrol craft. These craft can be destroyed either by being shot or bombed, but bombing has the added danger of self-destruction for Matt if he doesn't escape before it explodes!

In the event that Thunderhawk incurs danger-level damage, a repair kit may be collected and used.

Various weapons can be used by Matt — all will gain him points and the obvious advantage of defence, but he must remember throughout to be on the look-out for the security key pieces.

Each key is made up of four pieces and once assembled the key will allow Matt access to a scanner. The activated scanner will point to where an agent is located, and tell Matt when he is near. Once he has found his agent, they must both





then examining the scattered MASKS until they find the agent's own missing one. Matt has to roam all the different time periods and collect the agents from each.

Matt must travel around each of the different time levels in his effort to rescue the agent and, to complicate matters further, he has a time limit set on him throughout the journey. If he fails to complete his mission, or if Thunderhawk is damaged beyond repair, Matt will fail. If he succeeds, he and the rescued colleagues must compete in a final bloody pitch battle against VENOM.

The four random time locations in which Trakker can find himself are Present Day, Far Future, Pro-Historic and VENOM base. There are two MASK agents in each location. Each scanner can only work when two pieces of a security key have been found. Each level has ten keys. Two are bogus.

The keys are small squares with blocks pointed out. Drive over them to pick them up.

Agents will be imprisoned in various locations, not all of which will seem obvious. You will have to blast your way past obstacles using one of the bombs you are able to collect during the course of the game. As the bomb detonates, the dotted silhouette of the base of the screen will be reduced.

When the agent has been rescued, a status sheet identical to that shown when examining a mask will appear. Take the agent back



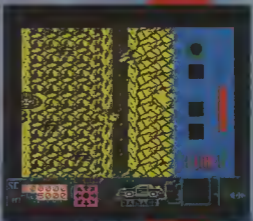
to the time entry point and then embark upon the search for the other agent on that level.

Throughout the game there are various perils; different time levels house particular types of adversary.

On Present Day you will have to deal with VENOM tanks and jeeps, runaway trains, falling boulders in name but a few. Aiso, Floyd Malloy, the deadly VENOM agent, will be in constant pursuit throughout all levels. Thunderhawk will incur damage whilst transporting you through the various screens; a repair kit may be collected to reduce the



damage. If this is not done, Matt will die. To add pressure, a time limit is also



set — 5000 convenient units ticking steadily away at the bottom of the screen.



# PIRATES OF THE BARBARY COAST

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Next Month

● Hi! I'm Rob, the wickedest, weirdest droid you'll ever encounter. And I'm your guide through the wonderful world of video game machines in the next issue of *Computer + Video Games*. Everything you want to know about the Sega System, the Atari Games Console and my buddy the Nintendo. The hardware, the games, the robots — all revealed in the September issue of the coolest games magazine around.

● *C + VG's* hock n' slash brigade are off on a little jaunt to Fantasy Island to dabble in a fight to the finish with the forces of evil. Join them as Bold Boughton, Mean Metcoffe, Killer Kennedy, Sinister St John and Wierd Walker as they boldly go where no magazine has gone before next month in the truly cosmic *Computer + Video Games*.

● Our *Barbarian* art competition really got to you, didn't it? We received literally thousands of entries and next issue you'll be able to see the winners in all their glory. If you entered, don't dare miss the results! — they'll blow you away.

● From CHIPS to chips. *Police Quest* is a brand new interactive adventure written by an ex-California Highway Patrol cop. We've got the case notes on the adventure that brings real life right into your home. Plus a picture story created using an Amiga. Don't suffer from Hill Street Blues — slap the cuffs on a copy of *C + VG* next month!

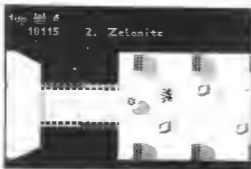
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Next Month

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# C+VG COMPETITION **Video & Chips**

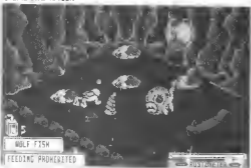
## Search for a Champ



● URIDIUM



● ENDURO RACER



● HYDROFOOL

Could YOU be the CHIP CHAMP we're lacking for? Along with VIDEO & CHIPS the T.V. computer show, an I.T.V television every Wednesday at 4.20pm, we're searching for the ultimate computer game champion. To enter all you have to do is send us your scores on three out of the five games listed below, cut out the coupon and send it to Computer and Video Games, Chip Champs, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. You'll also be able to find entry details in TV Times.

C+VG will be helping to organise the qualifying rounds — but the **Grand Final** will be played out ON the VIDEO & CHIPS show. So YOU could be showing off your game playing skills in front of millions of viewers. Fancy that? Then enter your high scores today!

● The qualifying games are *Uridium*, *Enduro Racer*, *Sentinel*, *Hydrofool* and *Arkanoïd*. Remember, you don't have to own all five games to enter — scores of three of the games will do. And don't forget to get a friend or parent to verify your scores BEFORE you send them in.

### VIDEO + CHIPS CHIP CHAMPS ENTRY FORM

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# Video & Chips

# The Ultimate Golf Challenge

## World Class

# LEADER

# BOARD

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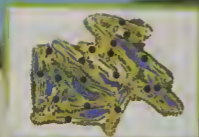
- Place areas (up to hole) traps and

- Improved graphics increase difficulty

- One or several BALL choices of club, or of the course

- you

your lead

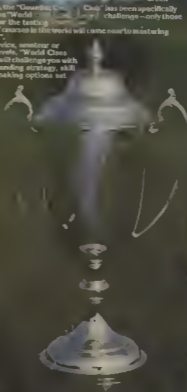


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Amateur—a full set of Callaghan golf clubs—a specially named tee marker your name, Professional—10 fine gold tees with the "champion's" of your local golf club.

When all entries have been received—closing date 31st September 1987—the top four players at each level will be asked to a central venue to play off for the title European Computer Golf Champion 1987 and receive their trophies and prizes.

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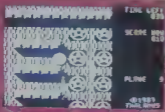
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# C+VG

# SHOOTING STAR

The heat is on! The weather may be bad but these pages are hot. Buckle your sash for Pirates, head for the heights with Gunship, and indulge in a summer L'Affair. Soxion mon Stavros Fosoulous is back with Quedex. It's o-Mozing. That's just four of the hot games hitting the streets this month.



This is Quedex, the latest and possibly greatest game yet from Sorcerer-hunter Stavros Fosoulous. The talented Finnish programmer has taken a break from creating stunning shoot 'em ups to produce Quedex — a multi-puzzle maze type game with as many and varied styles of gameplay as you could possibly want. Quedex is similar to the Quest for Ultimate Dexterity — and you'll need it to guide your bouncing ball around the maze, along the race tracks and through the many teleports you'll encounter. The game is amazingly user-friendly. YOU choose what levels you play and in what order. No gameplay dictated by the programmer here! Quedex is on the way from Thalamus very soon only for the 64 at present. Sorry Spectrum, Atari, Amstrad, BBC, MSX, Quargliharpe 83 owners.



## SIDBEARD VS. FRENCH SHIP



	SHIP	SIDBEARD	OK
FORCE:	32 MEN	39 MEN	SE?
MORALE:	ANGRY	FIRM	





This is Gurnship on the Amstrad, soon to be zooming your way on the Amstrad. Remember C+VG's cover on the game in April? It will cost £9.95 on cassette and £14.95 on disk.



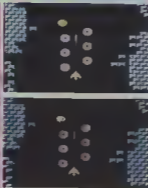
Here's a look at the Amstrad version of Code Masters' highly successful Amstrad game Grand Prix Simulator 1 - been written by Serg Dosang, author of Ant Attack on the Commodore 64, and with graphics by Morven Jones. Serg is confident this will become a classic.



Lazer Force is Code Master latest space shoot-'em-up out soon at just £1.99. There are 30 different main levels set in two stages with two bonus stages between each main stage. Triple firing can be attained by special selectors. The main sectors consist of vertical scrolling landscapes with many different features. On the first level, volcano type formations spew forth flames right across the screen. Some landscapes mutate and grow as you fly over them and there is a level with gigantic proportions which is hard enough to manoeuvre through without any aliens around. On this crawl across the screen dropping death pods. You start with 5 lives - you will need them.

...dargonne or What's new? Star Paws, that's what, Software Projects' canine fighting game which they hope will have fur flies in space. You play the part of Captain Rover Pawstrong who must capture or destroy the colonies of legendary Space Grims. Dotted around the planet's surface - and the levels hidden deep below - are essential supplies and equipment which Pawstrong must find to help him.

Star Paws will be a hit on Commodore 64 from which these photos were taken. Spectrum and Amstrad at £.95. Music will be by Rob Hubbard.



SPRING  
C+VG

# SECTOR 90



YOU ARE A MEMBER OF THE ELITE 'OR COMMANOO' UNIT. YOUR MISSION TO PLACE THE EXPLOSIVE IN THE ALIEN 'SECTOR INTELLIGENCE' UNIT, SO ALLOWING THE TERRAN FLEET THE CHANCE OF A SURPRISE ATTACK.

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# The Big Screen

What's this — Ward R Street writing up the moves on a monthly basis? Well, though it ain't easy to get me

out of the previews theatre, they made me an offer I couldn't refuse, so here goes with this month's releases



## ▲ Raising Arizona

If I tell you that *Raising Arizona* (15) is about a baby but I'm making it my film of the month, you'll probably think that Ward has finally flipped. Why would anybody want to watch a movie about a small, pink-wad and wotness moribund? Read on!

*Baby Arizona*, one of the Arizona quintuplets, is a special baby. He gets abducted by baby napper and eternal loser, H I McDonough — failed petty criminal, failed reformed citizen and, finally, failed father. It seems like the only way for H I and his wife Edwina, to have a family is to steal one.

From this one would seed a series of carelessly chaotic events grow. Soon *Baby Arizona* is the centre of more action than a parent's worst nightmares. These involve two escaped convicts, a sort of criminal Laurel and Hardy, who realise that there could be money in the infant, visiting friends with their hordes of unruly brats, and *The Lane Biker of the Apocalypse*, a

trick. You want to know what a baby's eye view of the world is like? You get it. Or how to rob a band of hillbillies who take your attractions just a little too literally ('How can we throw down our guns if you've told us not to move?'). It's one of the most inventive comedies of the year.

Corn's last film was cult-classic *Blood Simple*, which I suspect most people only got to see on video. This is set to get a well-deserved general release. See it and cry like a baby. Tears of laughter, that is!

Who was it who said that flying is just falling and forgetting to hit the ground? Just hope that *Eric, The Boy Who Could Fly* (PG), has learnt that



▲ *The Boy Who Could Fly* lesson because he spends much of his time just hanging around on window ledges, roofs and the like!

When 14-year-old Billy moves into the house next door he befriends his strange, mite teenager who everybody believes to be autistic. Slowly a relationship develops between them, but it's not made any easier by the authorities, who think that Eric would be better off in an institution with a nice, tight straight jacket to wear.

So is Eric batty just because he thinks he's a bird? Certainly there's nothing in this ultra-ordinary small

town to suggest that it might be the scene of a miracle. There's overworked mum, trying to cope to terms with computers at work, bratty but lovable brother, the Rambo of the sandpit generation, a collection of school bullies and bullies and the odd sympathetic teacher.

But there's also the same freak atmospheric conditions that produce pink skies in so many Spielberg films, the same soaring music that aims straight for the strings of the heart. Yes, if Eric's surname had been Thomas they could have used his initials for the film title. This is an attempt to create the same sort of gentle, small town fantasy that Spielberg has mastered more *Peter Pan* than *Superman*.

But don't get me wrong. While it doesn't have his masterly touch and is rather too long at certain enough that's annoying to raise some laughs, and the ending, when Eric's flying antics are put to the test, is quite elevating. But pioneers of unmanured flight face risks, and a greater source of danger could have made this really soar.

In the *Wizard of Oz*, all the Tin Man wanted was a heart. The homo improvements salesman, nicknamed *Tin Men* (15), could do with joining the queue.

The year is 1963, the place Baltimore, and the car to own is the latest Cadillac. When Tilly collides with BB's Caddy as it leaves the garage, the scene is set for a war

between the rival tin men. But despite a few car wrecking slapstick antics at the start, it's really a comedy of characters.

Danny DeVito and Richard Dreyfuss take on two singularly implausible roles and give the performances of their lives. DeVito's Tilly is a slobsish failure who can't face reality while Dreyfuss as DD is a calculating smoothie, a snake who thinks nothing of seducing Tilly's wife then phoning him to crow about it. But the tables are turned — 'You can keep her', his rival snarls.

As well as the feud there's another story: the story of the salesmen — the double glazing pests of our day who see every trick in the book to bag the ugly aluminium savings. They lie, cheat and even feign madness to make their commission, despite a government inquiry into their methods. And when they're not selling they sit around in diners, discussing crucial issues such as why there are no women in Pennsylvania.

Director Barry Levinson knows just how to let a story slowly take shape, observing the eccentricities of this small group of misfits so that eventually you start to realise that even tin men have hearts, if you dig deep enough.

You know you're in for a rough time when, less than three minutes into *Evil Dead II* (18), nasty things start to happen — walls spurt blood, there's a talking 'bunny severed head, and a hero who's reduced to chomping off his own hand! By this stage I was almost sick with laughter.

The plot? Don't ask! Director Sam continued on p. 98



▲ *Raising Arizona* bounty hunter who makes *Mad Max* look sane!

*Raising Arizona* starts funny and just gets more and more hilarious. Every twist in the plot adds further confusion, centred on Nicolas Cage as H I, sporting a hairdo that looks like he's caught in a storm — which he is, as the whole world gangs up on him.

Director Joel Coen doesn't miss a



▲ *Tin Men*, starring Danny DeVito and Richard Dreyfuss





▲ *Evil Dead II*

Raimi just throws his cast together in the isolated cabin from the original movie and lets the special effects loose. Every horror cliché is here, from the something nasty in the cellar to the ancient document that will lift the curse — if any of the cast survives long enough.

The audience may not last the whole movie either. I reckon that white film percent will be reduced to hysterics, the other half will head straight for the toilets and barricade themselves in until the assault of gruesome slapstick satire is over.

Of course the protectors of our morals got all upset when its

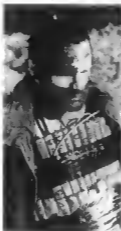


▼ *Evil Dead II* — frightnngly funny



professor appeared on video, convinced that it would turn everyone who saw it into a mindless zombie. I reckon the worst effects of *Dead II* would be people who spouted dialogue as mindless as the script's.

Despite a slight lull after the first frantic half hour, *Evil Dead II* is a wacky, tacky, tasteless roller coaster ride totally lacking believable characters and common sense. If you've got the stomach for it, see it — it's bloody funny.



▲ *White of the Eye*

There's horror of quite another kind in *White of the Eye* (18). This is the sort of movie that can even reduce a crowd of hardened reviewers to a state of shocked silence.

Globe, Arizona is a dull desert town, surrounded by a bleak landscape of open vast miles. It's here that a fix engineer, Paul White, lives with his wife, Joan, and kid, Danielle. But suddenly their peace is shattered when Paul becomes chief suspect in a murder investigation.

Could Paul be guilty of these brutal and apparently motiveless mutilations? Even the police don't seem convinced. Slowly the film reveals more about him — he's having an affair with a married woman — meanwhile a sense of foreshadowing shows how he met Joan as she was passing through the town in



▲ *White of the Eye*

1976 with a boyfriend, Mike. Somehow this shadow from ten years ago still hangs over the relationship.

There's something hypnotic about *White of the Eye*. It uncovers its horror in a cold, distant, arty fashion, developing a strange power which draws you deeper and deeper until you finally emerge, feeling as if you've been dragged through the dirt.

I suspect that some critics will attack it as a sensationalist slasher movie which it is not. Director Donald Crombie has set out to make a serious study of psychosis and the horrors of serial killing and in some ways he has succeeded. But the result is a cold and unpleasant experience.

It's a relief to turn to *A Great Wall* (PG), which is unlikely to get a wide release, but turns out to be a minor gem. It tells the simple tale of Chasman Lee and his family returning from San Francisco, where he earns a living as an executive in a computer firm, to Peking to visit his orator

A similar East West culture clash earlier in *Gung Ho* which appeared earlier this year. But while that



▲ *A Great Wall*

managed to be crude, unfunny and patronising to its Japanese characters, *A Great Wall* is a warm experience which suggests that both worlds have something to learn from each other. It's a sort of oriental *Local Hero*.

One of the most amazing things about the film is that it was actually shot in Peking, and for once you get a picture of how a communist Chinese family lives — not just endless travelogue shots of bikes.

But most of the fun comes from the native Chinese reaction to Western culture. In one hilarious scene Lee's teenage son tries to explain the concept of designer clothes to a Chinaman who remains convinced that his Yves Saint Laurent trousers are the colour of 'mously beancard'. If *A Great Wall* comes to your local art house, go see it.

## Problem Page

Dear Ward

Though I love movies our local cinema has closed. What should I do?  
Depressed

Dear Depressed

Yes, I know that feeling too. Sometimes I only get to see three previews a day so I need to watch a video. Though your 20" TV can never replace the big screen, here are some suggestions for home viewing!

Budget masters Channel 5 has released another batch of episodes from Gerry Anderson's classic series *Stingray* and *Thunderbirds*. Acting of a low wooden kind is found in volume two of *UFO*. All these titles cost just £7.99.

More vintage TV is to be found in the next four episodes of *The Prisoner* Cheekmaster, featuring the famous game of human chess, and *Hannigan* unit *Amel* are one tape while *It's Your Fingers* and *A Change of Mind* appear on the other. Great value at £29.99 each. And now that Roger Moore's relinquished his license to kill, there's a chance to catch him in an earlier incarnation as Simon Templar, *The Saint*, in *The Fictive Masters*.

There's murder afoot in that most elaborate of thrillers, *Slush*, starring octogenarian Larry Oliver and ever popular Michael Caine (and he wouldn't get a mention this month, were you?). If you've never caught before it's well worth £9.99.

Meanwhile Madsrtronic is getting in on the budget video act with the Masterrison label, and while the current releases are mainly laddy cartoons — could be useful for keeping a bowling ball quiet when you win 1 — let him use the computer — there are some good things in the backlist, such as *Greenaway*, a selection of Stephen King shockers which contain the truly horrible acting of your author. They also have guy timber *The Extremicator* and Chuck Norris in *A Piece of Pie*.

But my video movie of the month is *Whoop! Apocalypse* — *The Movie*, from Virgin. Don't confuse it with the original TV version, which is also available from Channel 5 and is hilarious in its own right. This is the feature film which had a short cinema release earlier this year, and is now packed with stars. Laugh till the world ends!



# Gauntlet

Gauntlet has probably been the most successful coin-op licence ever. Now ST owners can treat themselves to a version of this game, remarkably similar to the original, courtesy of US. Gold, Adventuresoft, and two freelance programmers — Graham Lilley and Teoman Irmak.

Rather than just do a straight review of a game that almost everyone has played in one form or another, we thought it would be interesting to go behind the scenes, and the screen, to see just how you go about converting an arcade mega-hit. So David Bishop, our resident ST maniac, enticed Graham and Teoman down from their native Birmingham to reveal all!

all the graphical atmospheric appearance and appeal of the original."

**What help did you get from the owners of the Gauntlet rights, Atari Games?**

**Graham:** "Very little actually. It wasn't as if they gave us source code or even maps to start with. It was more a case of, here's a machine, now go do the conversion! Eventually though, US. Gold managed to get printouts of each level, which we then coded back into our program."

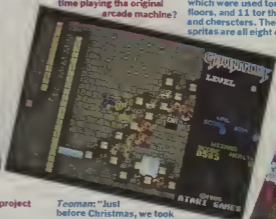
**Did you spend a lot of time playing the original arcade machine?**

**What bugs?**

**Teoman:** "Well, there are a number of places where ganeerstors ovariap, as if they were stacked on top of each other, so ours do too. Also, the hoeds of various charstors are superimposed on generator when they gat too close, so the same happens in the ST version."

**What changes did you have to make from the original?**

**Teoman:** "The coin-ops use thirty-two colours and we only had sixteen, five of which were used for the floors, and 11 for the walls and charstors. Their sprites are all eight colour,



**F**or both Graham and Teoman, Gauntlet was their first major commission in the games field, although neither are new to the software scene.

Graham used to be software support manager for Apricot, converting many IBM programs, such as Concurrent, to run on Apricot systems in the days before they went the route of IBM compatibility. Teoman was trained as an illustrator and, for many years, designed the covers of Practical Computing, before turning his talents to on-screen graphics design for Adventure Soft.

**So how did this project start?**

**Graham:** "We were approached last September and asked if we'd be up for the job. At the time, Gremlin was still working on some of the 8-bit versions so we had to go down to their offices to take a look at the coin-op."

**Teoman:** "Graham had seen Gauntlet before, but I had never even heard of the game, so I ended up taking about a hundred shots on that first evening. We took them home and sat around wondering how we could come up with a faithful conversion that had

**Teoman:** "Just before Christmas, we took delivery of the Coin-op that had been at Gremlin's office. They had finished their conversions by then. Graham spent most of the festive season

underground, killing anything that moved!"  
**Graham:** "We both know the game pretty well now. Really, we had to become experts on every aspect of the game, because we wanted to make sure that, where possible, everything in ours mirrored the original. We've even kept in minor bugs from the arcade version."

but each one can be any eight colours while ours all have to be created from a single, unchanging palette.

"So where, on the original, ghosts got less bright as you knock them down a level, in ours they stay the same colour. Wizards are another case in point. They are purple in the original, but we didn't have a purple so our wizards are blue. But I don't think that any of the compromises we had to make with the colours,

effect the game et al."

**Graham:** "Another problem we had was that our screen size is slightly smaller than theirs, which created a few interesting situations with things like transporters. You can only transport to another transporter, visible on the screen. So, with a smaller screen, there would be times when an intended destination transporter was not in view. Gremlin had the same problem, and actually had to move certain transporters a little this way or that to get round it, so that's what we did."

**Teoman:** "The only other differences are that we had to leave out the thief because there simply wasn't enough memory, even though all his graphics have been drawn and coded, for the same reason. Only two characters can play

different characters to the number of pixels each enemy moves, right down to the way the ghosts overlap when they get too close to each other!"

**Wbet about the sound effects, were they sampled?**

**Graham:** "There are 222 sound effects in the original. A large number, partly due to the fact that it's in stereo. We started with 45K of effects but this had to be trimmed down to 16 sampled effects occupying 20K, but we've kept all the important ones."

"Because I wanted to use the identical sounds, I tinkered around inside the coin-op end found output which I linked directly to the ST. This proved to be a mistake because I ended up digitally sampling digitised sounds, so little chunks were lost. A better idea was to record the original sounds on tape, in analogue form, and then to

digitally sample the sounds off the tape.

"The music at the start is sampled, all 175K of it, but this gets thrown out, when the last bits of code are loaded in, because there simply isn't room. Incidentally, when the music plays, we're using 10,000 interrupts per second!"

**Will ST Gauntlet be in**

**way effected by the blitter chip?**

**Graham:** "If the blitter had been standard in all Ataris, we would have written the program differently to take full advantage of it. As it is, we've written our own software blitting routines instead."

It seems there's every strong case for an 'executive Gauntlet' for Atari ST owners with 1 megabyte of memory, especially considering how many people have had their S20s upgraded.

**Graham:** "That's right, in fact, because we worked on 1040s, we can have three or four people playing at once. The program used to scan the numeric pad, which could be used by a third player, but we had to suppress that too."

**Graham:** "Yes, that should be available later in the year. There will probably also be an Amiga Gauntlet before Christmas!"

**What are your all-time favourite games?**

**Teoman:** "Zork 1 which, for me, epitomises the Infocom approach where every last detail fits together."

**Graham:** "Definitely Star Raiders for the 8-bit Atari range, it's the definitive game. Unfortunately the ST version is sadly lacking in the gameplay which makes the original so great."

**Apart from Deeper**

**Dungeons**

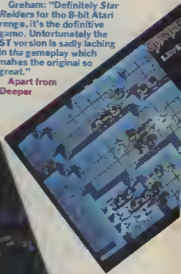
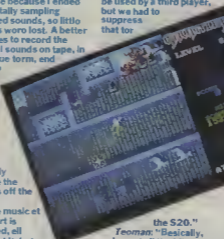
**dishes, and the possibility of an Amiga version of Gauntlet, what other plans do you have for the future?**

**Teoman:** "We're working on a new arcade game, also for the ST, called Bushido which is Japanese for 'the way of war mehing'. It should be finished some time in the autumn and will again be published by Adventure Soft."



at once. We also decided to show the position of 'sprung' traps so that players could learn their whereabouts, albeit after the event."

"But, in every other respect, the games are identical, from the hit shield capacities of the





# Tracker

- ▶ TRACKER
- ▶ SUPPLIER- RAINBIRD
- ▶ PRICE £24.99

Trumble Bullard had a big problem. He needs somebody young and attractive to die while playing *Tracker*, otherwise the telecast ratings would surely dip below seventy percent for the fourth successive week, causing all advertising revenues from the Fringe Worlds Federation to be lost. The Imperial Praetor would not be pleased!

You are Tallis, a female Novenian with a mission, and just what Bullard has been looking for, or so he thinks. Since their abortive attempt to destroy the

Stargliders on Novena, the Ergons have been the race most feared by the Novenianans.

*Tracker*, the computer game, begins as you're about to take on the might of Centrepoint. Your Shimmer's display shows a plan view of the seven interconnected hexagonal sectors that make up the 'playing arena'. The Centrepoint computer sticks out like an ugly growth in the centre of the central sector. Each sector is made up of numerous maze-like trackways which are connected by 'nodes'.

Above the Shimmer's cockpit displays, you can see out onto the trackway

or node through which your flying.

As you get further into *Tracker* it becomes clear that an immense amount of thought and planning went into the ST version to carefully balance all the game variables enabling you to play hundreds of games, each completely different from the last.

If you're after a first rate

strategy/arcade game which can be played in colour or on a monochrome monitor, and cranked using countless different strategies, all of them hard to pull off, then make tracks for this one

- ▶ GRAPHICS 9
- ▶ SOUND 10
- ▶ VALUE 8
- ▶ PLAYABILITY 8

# Crystal Castles

- ▶ TITLE CRYSTAL CASTLES
- ▶ SUPPLIER ATARI
- ▶ PRICE £24.95

The June issue of C+VG carried an interview with various Atari dignitaries who revealed the company's plans to re-launch a much better version of AtariSoft.

Well the first batch of AtariSoft ST releases has hit the streets and, predictably, they contain a number of veteran titles, including *Joust*, *Star Raiders*, and that highly addictive evergreen — *Crystal Castles*.

If you've been orbiting the earth in Intell-sat or pot-holing in Cheddar Gorge for the last three years, you could be forgiven for never having heard of *Crystal Castles*. So, for astronauts and cavers everywhere, here goes!

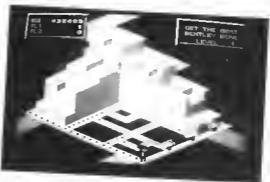
You play Bentley Bear as he tries to escape the endless maze of alleys, lifts, and stairways that make up the *Crystal Castles*.

The only good thing about these castles is that they're enchanted, being covered with glistening gems and, even more exciting for a hungry bear, large pots of honey!

Not surprisingly, Bentley is being chased by various gem guardians including crystal balls, nasty trees, gem eaters, ghosts, skeletons, swarms of bees (really after the honey — but you'll do), and worst of all — the evil witch Bethesda with her deadly steaming cauldron, just big enough to make broiled bear.

Before Bentley can escape, he must pick up every gem in each of the 37 castles in the game. This he does by running over them — rather like in a 3D version of *Pacman*! The first nine levels each contain four castles. The final castle, level ten, is the most hairy one of them all. Luckily, strategically placed 'warp doors' mercifully let you skip levels.

Bentley can be



controlled with either joystick or mouse (the original coin-op used a track-ball), and pressing fire allows you to jump any nasties that may be after your hide. Jumping trees stuns them but they recover after a few seconds. But gem eaters aren't so lucky, because you can turn them to dust if you jump over them while they're actually eating.

This version of *Crystal Castles* has been programmed by Hungary's

Andromeda Software, and an excellent job they've done of it too. It has excellent sound effects, sprite animation, choice and use of colours, and all the playability of the original coin-op. *ST Crystal Castles* is as addictive as ever and shouldn't be missed by any self-respecting ST arcade freak.

- ▶ GRAPHICS 9
- ▶ SOUND 9
- ▶ VALUE 10
- ▶ PLAYABILITY 10

- ▶ TITLE: XEVIOUS
- ▶ SUPPLIER: US GOLD
- ▶ PRICE: £24.99

There isn't much point in regurgitating the scenario of this one, if you've never heard of *Xevious* then I hope you had a good stay on Saturn. So has the ST version of the coin-op classic been worth the wait?

Well, there are two kinds of conversion. Those that are identical to the original, *ST Arkanoïd* for example — possibly the most perfect conversion ever. Then there are those that, due to technical

# Xevious

restrictions, attempt to recreate the atmosphere, gameplay etc, of the original without being a pixel perfect carbon copy.

Most conversions fall into the latter category, which sadly is very much the case here. Sad because one is left with the impression that the programmers have been less than diligent in their

attempts to recreate the colour, gameplay, and the generally tenuous atmosphere responsible for the original *Xevious* success.

The main offenders are airborne targets and bullets that are insipid in colour and therefore difficult to see against a rather disappointing background.

Also, why discriminate against people who prefer the mouse? It would have taken no time at all to include a mouse control option making use of both the buttons, one for shooting, the other for bombing.

Although fun to play for a while, *Xevious* is an altogether rather flat experience, lacking the punch and addictive qualities of the original game.

▶ GRAPHICS	5
▶ SOUND	6
▶ VALUE	5
▶ PLAYABILITY	6

# Airball

- ▶ TITLE: AIRBALL
- ▶ SUPPLIER: MICRODEAL
- ▶ PRICE: £24.95

"OK" said the wizard, "get this! You've really had it this time because I'm turning you into a ball. And not just any ball... no, a ball with a shin so thin that it will burst at the slightest contact with anything sharp." You try and imagine what he would have done if he'd been really angry.

You begin contemplating your fate when the wizard starts off again with what you desperately hope is his finale... "and worst of all" he roars, "you have a slow puncture so you'll need to keep pumping yourself up. Of course, if you stay on a pump too long you'll burst!"

The game starts in a beautifully designed square room with you, a flimsy ball, resting on a pump. A scroll bar along the bottom of the screen shows your pressure rising as the pump does its job. Jump off too soon and you run out of puff before making it to the next pump. Too late and you burst like a balloon, leaving you a limp heap on the floor.

Having jumped off the pump, you can go off exploring through any of the four doors in the first pump room. Two things become obvious almost immediately. Firstly, a map will come in very handy. Secondly, the graphic design of the rooms is quite breathtaking!

One lovely touch, that

may not be appreciated by people with old TVs, can be seen in a group of locations to the west of the first pump room. When first entering this part of the castle, you could be forgiven for thinking the game had crashed. But look more carefully and you'll see that, in fact, you're outside and it's the dead of night. The view is similar to that of a dark night-club decorated with fluorescent paint.

Dotted around the place are crosses, tins of beans, a Buddha, a statue of a dragon, a pumpkin and crates needed to clear other obstacles. Having spent hours playing the pre-production sample rushed, at great expense, to C+VG's offices, we still haven't found any objects to pick up but we're still in there trying!

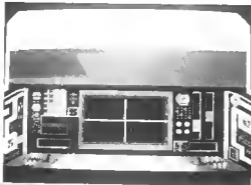
In most cases, getting from one room to the next is more a case of accurate joystick or mouse control, rather than the solution of

complicated logic problems. So, if you're expecting another *Batman* or *Head over Heels*, forget it. *Airball* is not that deep. It is, however, an impeccably coded and highly playable game that sets a high standard other companies will have to beat.

With titles like this appearing now, imagine the treats we're in for when programmers really get to grips with the ST! After all, the Spectrum had been around three years before *Knighthood* stunned us all. *Airball* has appeared a little more than a year after the launch of the ST.

*Airball* is the first isometric arcade adventure, written specially for the ST, and has hit written all over it! This is the standard we can expect of such games in the future, then form a queue... behind me!

▶ GRAPHICS	10
▶ SOUND	8
▶ VALUE	9
▶ PLAYABILITY	10





# Outcast

▶ TITLE: OUTCAST  
▶ SUPPLIER:  
MASTERTRONIC  
▶ PRICE: £9.99

Mastertronic is yet another recent entrant into the ST arena, firstly with *Ninja*, and now with *Outcast*, an air-to-air blist, rather like *n* futuristic *Skyfox* (see Feb '87 issue).

The action takes place in the Mngellin Cnster which is under the control of a semi-mechanical insectoid race known as 'The Mind'. The scenario and game instructions, although a little on the epic side, are neatly combined into a briefing document.

The document explains that you have been sent n simulation disk which exactly recreates n 'Mind' offensive on three pyramid bases on the renegade Gyran's home planet. Your aim, as always, is to defend the bases by destroying each successive wave of the 'Mind's' offensive.

The game begins with you flying over the surface of the planet, viewed through the top half of the screen which gives you n pilot's eye view of the proceedings. Cockpit displays flash information on shields, energy, kill percentage, heading, altitude, and speed, as well as telling you how many

insectoids are remaining.

In the centre of the cockpit is the map or scanner display which shows enemy activity in scanner mode, and the whole game arena in map mode. Map mode is also used to set hyperspace coordinates.

In scanner mode, three of the four types of enemy, Seekers, Swimmers, and Selgers, are shown in different colours. At least you know what kind of alien is trying to kill you then. The fourth, and most deadly kind of insectoid, known as the stingers, don't show up on the scanner at all, and are monstrously tricky to destroy.

The game itself involves you flying around the place, protecting your three bases, docking with them for repairs and extra energy when necessary, and generally blasting anything that moves.

The screen handling gets a little slow when there's a lot happening at once, but apart from that, and considering the price, *Outcast* is a reasonably blist and well worth the money.

▶ GRAPHICS 7  
▶ SOUND 6  
▶ VALUE 9  
▶ PLAYABILITY 7



▶ TITLE: LEADERBOARD  
TOURNAMENT  
▶ SUPPLIER: ACCESS-US  
GOLD  
▶ PRICE: £24.95

Access software, via US Gold, has released n further four courses for use with their very excellent golf game, *Leaderboard*. Bnt, be warned, anybody loohing for n easy round can forget it, because these are real meanies.

Two of the four courses lo, h like the Norfolk boards, while the other two have so many bunbers,

you could be forgiven for thinking you were having n quick round with a bunch of desert natives.

Many of the holes have blind greens, often with the pin nkwrdly plncnd, there are also many more trees than on the original courses. Several holes can only be parred with large dollops of tnde or drew

(that's slicing and hooking on purpose, in non-golfing jargon), making nining and shot-playing far more of a challenge.

You need the original *Leaderboard* game dish to play on the *Tournament* courses, so if you're n *Leaderboardless* ST user, here's n double excuse to drive down to your local

shop and put one in your pocket — it'll go n fairway to helping you occupied for ages.

▶ GRAPHICS: N/A (USES ORIGINAL LEADERBOARD GRAPHICS)  
▶ SOUND: N/A  
▶ VALUE: 10  
▶ PLAYABILITY: N/A

# Leaderboard

# M I C R O S E L L

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# Wiz

Wizworld is a colorful, action-packed platformer that's fun for both the young and young at heart. Wizworld is a colorful, action-packed platformer that's fun for both the young and young at heart. Wizworld is a colorful, action-packed platformer that's fun for both the young and young at heart.

## The wizard and his cat

Welcome to Wizworld, land of brilliant colour where it's all things sprite and baenattle. Living in this spectacular spectrum are the Wiz and his cat.

But after many year of happiness a dark shadow has fallen across Wizworld. The evil Zerk and his dark sprites have socked away all the colour from the landscape, turning it all drab and grey.

For Wiz things have gone beyond the pale and so with his servant Catebite, he vows to lift the darkness and restore colour to the world.

Wizworld's landscapes were originally made up of three colours — red, green and blue. To restore these hues you must shoot colour bubbles. As the bubbles explode droplets of colour fall towards the ground. The cat must collect these before they hit the dirt.

The droplets are stored in three cauldrons at the bottom of the screen. A fourth cauldron shows the target colour to be obtained.

When certain aliens are zapped they deposit a green pearl. If Wizball passes over it enables him to access the

icons at the top of the screen. The more pearls collected increases the choice of icons, which give Wizball extra powers and abilities.

At the start of the game you will have access to the first three levels which must be completed before you can progress to the next section.

These three levels will have aliens on and each has a different colour, red, green and blue.

## Wizball

Up to four people can play Wizball using two joysticks and the keyboard. The permutations are:

- One player — controls both Wizball and Catebite.
- Two player — each takes alternate turns.
- Two player team — Wiz and Cat controlled separately, but playing together.
- Three player — one team versus one player or alternate goes.
- Four player — two teams or alternate goes.

## Icons

The seven icons become available depending how many green pearls are collected. The icons are:

- Threat and Anti-Grey — threat give more control over the Wizball, allowing more left and right movement. Anti-Grey stops Wizball's continual bouncing.
- Beam and Double — Super-again weapon gives Wizball extra knockout capabilities and Double gives Wizball and Cat automatic two directional firepower.
- Catalite — gives Wizball a new cat.
- Blazer — super firepower for both Wizball and Cat. But use sparingly.
- Wiz Spray and Cat Spray — the spray protects both Wizball and Cat. But they cannot use the spray at the same time.
- Smart Bomb — hits every sprite in sight.
- Shields — limited protection for both the Wizball and Cat.



# Wizball

## Player's guide

### The tips

- Take it easy at first. Remember you cannot control the Wizball's movement in the air until you have selected the first icon. Practice getting different levels of spins on the Wizball. It is possible to get 12 different spins on the ball, varying from slight to hard.
- The first icons to select are the two movement controls, otherwise you will find the rest of the game a little tricky.
- Also select the movement controls as your first two permanent weapons in the Wizlab.
- Remember Catlites are expendable. A cat has nine lives and is replaceable when finally killed. Always sacrifice a cat life as opposed to the life of Wizball.

The cat should be used to attack and the Wizball to navigate and keep out of trouble. If the Wizball is

hidden below the horizon, it becomes immune from enemy bullets. Use this aspect of the gameplay wisely, it is essential in later levels.

- As soon as is possible, select the Cat spray as he is the most effective aggressor.
- Defend the Wizball in the bonus screen by orbiting the cat around him and firing like crazy.

### Level strategy

- Keep on collecting pearls on the bonus screen and select shields as often as is possible.
- Remember there are two extra lives to be gained every bonus screen if you just keep your cool.

### Level objectives

- You can either play the game by carefully collecting different colours for specific levels or you can shoot

anything and collect colours willy nilly. Both methods are effective but remember, after every level is completed and coloured in, a bonus of 7000 points awarded.

- Take into account the fact that it is much easier to collect a colour on a lower level number. Level one is a easier than level four etc. If you complete level two and three first, using level one to collect the red droplets and then complete level one you will zap straight onto levels four, five and six.

### Colour objectives

- Avoid black, light blue and magenta droplets at all costs. If you pick up a black droplet try to get to the level with the fewest aliens left in the attack wave. When an attack wave is reduced to zero, your sight will be restored.
- Never get a magenta droplet followed by a grey one. This will give you a very bad headache.
- Always go for the grey and white droplets, don't hesitate. Kill gramegs to get there.

### Colours

- There are only one or two aliens left in the attack wave, don't despair, score the landscape until they appear. They are probably just frightened.
- Go only upwards entrance from level two to three to on the extreme left of the level. Note the arrows in the landscape carefully.
- If you don't see a colour, go for it anyway. It could come in very handy later.
- Don't let the police scare you. Keep your cool.
- The rocks on the bonus screen cannot be killed, just parry.

### Weapons

- Thrust
- Anti Grav
- Ba am
- Cat
- Wiz Spray
- Cat Spray
- Lazers
- Some people like double and others don't, use your own discretion.
- With this complete set up, carry on selecting shield again and again and again.
- Smart Bomb is a real killer.





**Close "Queen of the Arcade." Finally, samples the good, the bad and the well-earned of the latest coin-pops. Find out if R-Type is her type and if 1943 is really the year in which the Editor was born.**

## ● GAMES GALORE

Last month, Electronic, coin-op distributor and manufacturer, held an opening day for its new premises at West London, and on show were an impressive array of new games—some brilliant, others truly awful.

My pick of the month went to Irem's *R-Type*, a Nemesis clone which is fast, addictive and

in operation when I tried out the simulator, I imagine the ride would be doubly as impressive. You have to climb into the cockpit, shut the door, and then when you're enclosed in darkness, take control of the aircraft. Instructions are called out to you, telling you when to drop your speed or lower the nose of the plane and all the time the runway lights get clearer and clearer. You're flying on instruments as it's midnight and pitch black outside and this enhances the realism. "Warning! Throttle down, throttle down" come through the intercom as I approach the runway and ploughed into whatever lay beyond. A label failed! If you are successful, the sound effects of the plane, a jumbo

in this case, coming into land are fantastic. A screen on the outside shows the whole world just how good or bad you are—a necessary extra as once the cockpit door is shut, nobody can see how you're doing inside. It's a fantastic machine, but I don't know how well it'll take in the arcade. And it's not cheap either—a strip of around £10,000.

*Rockford* from Mastertronic's new coin-op label, Arcadia, was also on show and is little more than average, based on the original game *Rockford* from First Star. You take the part of a title character digging around for gems and other trophies. The game has a strong puzzle element in that you've got to work out how to get the gems without getting squashed by rocks and boulders which hang precariously above you, and should you knock away the supporting stuff, the rocks come tumbling down.

Three new rise game scenarios with five levels to each and the

graphics, objects to collect and routes change with each scenario. The graphics, objects to collect and routes change with each scenario. The graphics are nothing to write home about, and though the puzzles are fun, *Rockford* is not a game I'd spend much time on.

Group from Tectra is another Defender clone, though this time you have to fly a craft through the ocean, firing at ships overhead, dodging depth charges and the like from above and at the same time avoiding enemy fire from gun armies mounted on the seabed. Your movements allow you to shoot diagonally upwards and straight ahead, though if you want to deal with the guns you have to fly at ground level, taking care not to crash into the lily terrain.

Submarines, hunting seafoes,



transcendently playable. Others that I enjoyed were 1943 and Bombs, and a report on these three follows.

One product you could hardly call a game deserves a mention and that is Taito's *Midnight Landing*. Housed in a massive simulator about ten feet long by four feet wide, *Midnight Landing* is an impressive aircraft landing simulator. You've got a choice of eight cities and different planes, and at each you have to approach the runway and touch down safely.

Although the hydraulics weren't



▲ ROCKFORD



▲ RESCUE RAIDERS  
come full of stalagmites and stalactites are just some of the problems you'll encounter. The graphics are quite good, but the game itself isn't a patch on *R-Type* or even *Defender*.

*Rescue Raider* from Belli! Midway is just awful. You've got to fly into enemy territory and rescue a bunch of hostages. Joystick control is unusual—you've got two joysticks, one controlling direction and the other controlling the gun on top of your craft. Rotate the right joystick and the gun barrel will rotate 360 degrees. The graphics were appalling, and play isn't much better. A rather confusing panel, divided into four, at the side of the screen, shows sections of the area you're flying through, where the hostages are and so on.



# WIDE ACTION

## ► R TYPE

the Defender  
in Salamander  
or the  
B-Type

## ► 1943

Fans of 1941 and 1942 will be pleased to hear of Capcom's latest release — predictably 1943.

A revamped version of 1942, 1943 has you flying in single planes over the battle-torn fields and coasts of hostile territory, taking on the full might of the enemy with absolutely no other support from your own side. You're on your own, and only by some witty flying and firing will you come out on top, having blown to bits, squadrons on enemy fighters, fleets of battle cruisers and countless tanks and gun emplacements.

As you can guess, the action's non-stop and very exciting. Extra weapons can be picked up by flying over PQW symbols and the like. These give your plane special load and include such goodies as a three-way shotgun, rapid fire gun, starburst, superball, all of which leave the boss when blasting of targets on the ground and sea.

I thoroughly enjoyed playing 1943, darting through swarms of fighters, dodging anti-aircraft fire, spending more time and bullets on larger enemy planes which have to be shot several times before they disappear in a ball of flame, then meeting battle cruisers head-on while all the time looking over my shoulder for the planes creeping up from behind. The cruisers take some beating, huge ships with dozens of gun turrets flanking both port and starboard sides. Each gun turret has to be lashed to remove the ship's armor. Great fun.

The graphics are colourful, the background scenery constantly changes and the action doesn't let up for a second. In fact, when it gets too much, and if you're attacked the right weapons, a flick of the second fire button causes sheets of lock lightning to spiral the screen, taking out any enemy craft it happens to touch. Then there are the energy bombs causing enemy waves to flood the screen, destroying everything in sight.

1943 is a two player game, and instead of losing a life when you're shot, you lose energy. This gives you far more time in the air than if you died the instant you were hit. A much better idea. Also, if you do die, your replacement aircraft starts off the point you were killed. You're not forced back to the beginning of that section. These small improvements make for a much better game, even though it's played in much the same way as its predecessors.



fff





# ARCADE ACTION

## C+VG SEARCH FOR BRITAIN'S BEST ARCADE

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My choice for best arcade is

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## ARCADE '87 BATTLANTIS

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The winning arcade will win a wonderful C+VG trophy and the reader who picks the winner will also be in line for far some C+VG goodies.

All you have to do is fill in the form and say in not more than 50 words why you think it's the best arcade. There's no closing date for the competition but we hope to have a winner by the end of the year.

Send your entry form — plus the 50 words — to Britain's Best Arcade, Computer + Video Games, Priory Court, 30-32 Farningdon Lane, London EC1R.

## ARCADE CHAMPIONSHIPS

Call all joystick jockies. There's still time to enter the C+VG Arcade Championships Challenge where we want to find the King of the Joysticks.

Four of the best qualifying contestants will face each other in the ultimate coin-op challenge on the C+VG stand at the Personal Computer World Show in London in September. The winner will take home his very own arcade machine! To enter, all you have all you have to do is enter your highest score on the five qualifying machines

printed in the form below and get the whole thing verified by your parents or the owner of the arcade where you play the games. That's the first step on the road to superstardom — but remember if you put fake scores on your entry you could well be found out on the day! So don't delay enter the C+VG Arcade Championship Challenge today! It's your first step on the road to becoming a superstar! Entries to C+VG, Priory Court, 30-32 Farningdon Lane, London EC1R 3AU.

### C+VG/ARCADE CHAMPIONSHIP CHALLENGE ENTRY FORM

GAME \_\_\_\_\_ BEST SCORE \_\_\_\_\_

• Out Run

• Rastan Saga

• Pac-Land

• Nemesis/Salamander

• Rampage

Name \_\_\_\_\_

Address \_\_\_\_\_

Age \_\_\_\_\_

Scores verified by \_\_\_\_\_

Konami must be running out of ideas — **Battlantis** is **Space Invaders** hyped-up with a few other extras thrown in for good measure.

In fact Konami has come up with a nice, playable one, dare I say it, addictive game. OK, so **Space Invaders** is old hat, but the new touches add quality and some interesting graphics.

You start off with rows of aliens jiggling their way down the screen towards you. You control a cloaked figure at the bottom of the screen running back and forth, using the bathmen's as refuge spots — exactly the same as those in **Space Invaders**. Shoot through these and they'll eventually crumble — then you're out in the open.

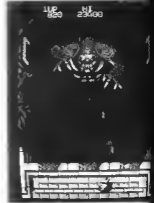
A cart pulling a yellow box with 'F' inscribed on its side trundles across the top of the screen at regular intervals, shoot this to release a fusel of banner which, when caught, gives you additional fire power like a cross bow. Much better than single bullets. All the time the ranks of evil looking warriors descend the screen. Go for the ones at the bottom because if they reach your walled area, they'll hop over and kill you. Once a warrior has jumped the wall you might as well give up — there's no escape and as you can only shoot vertically, there's nothing you can do to shap him creeping up on you.

Keep your eyes skinned for homed goblins. These run straight down the screen towards you will

with the express intention of climbing over to kill you. If you don't manage to get them on their run down, wait until their hands appear on the top of the wall, then when a head pops up, shoot for all you're worth.

At the end of screen, once you've killed the descending rows of machines, you'll have to kill a single, arm-and-very-angry goblin to get onto level two. This character chucks burning torches at you and needs a large number of direct hits before he succumbs. His shield deflects some of your shots and as he runs back and forth across the screen he makes a difficult target.

**Battlantis** is enjoyable if not original and is certainly worth a try



## HIGH SCORE

High scores are flooding in for C+VG's UK Hall of Fame and we will be publishing an updated list soon.

Manager Robert Brown has up C+VG's high scores on most popular games and the local joystick hat shops are going all out to beat them. We'd have their name entered in the UK Hall of Fame.

Other arcades don't think it would like to have your high scores put up your top scores. Show them this article and ask if they would like to get in on the action.

Get them to write to C+VG's UK Hall of Fame, Eurocom, Bessingby Industrial Estate, Bridlington, North Humberside, YO16 4JS.

1. Bubble Bobble
2. 1942
3. Salamander
4. Wonder Boy
5. Podand
6. Arkanoid
8. Express Raiders
9. Rygar
10. Green Beret

Taito  
Capcom  
Konami  
Sega  
Namco  
Taito  
Data East  
Techma  
Konami

The top ten chart is compiled by Eurocom and shows the most popular games nationwide. (and is based on sales over the past three months).





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**WARNING:** What you are about to read will make you go faint, break out in a cold sweat, go weak at the knees and send you into a mad panic trying to find your programming manuals. It could also seriously improve your bank balance.

If we said there was £10,000 up for grabs if you could write a publishable game would you believe us? Of course you would.

Prism Leisure Corporation — they are the people who now own Addictive Games and Endless Games — are willing to stump up £10,000 to fund the most mega of C+VG's many mega competitions. And if there are more than two good games, there could be more cash.

The prize money will be split into two — that's £5,000 for the person to write the best game for an 8-bit machine and £5,000 for a 16 bit computer.

So if you own a Spectrum, Commodore, Amstrad, Atari, MSX, BBC, Atari ST, Amiga or a PC, this could be your chance to get in the money.

If you've ever thought you could do better than some of the computer games you've bought, now's the time to prove it.

Your imagination and technical skills will be your only limits. But remember the game — whether arcade, adventure or strategy, must be original, playable and addictive.

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The closing date for entries is September

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PRISM LEISURE CORPORATION PLC



so there is no time to waste. It's hoped to announce the two winners at the Top Show later in the month. If you haven't managed to finish the programming, just send what you've got together with the finished storylines.

When you've completed the game send it to The Mega Money Competition, Prism Leisure Corporation, 1 Baird Road, Enfield, EN1 1SJ.

The winners will be picked by a panel of three people — one from Prism, one from C+VG and one star name from the computer world.

Don't forget to fill in and send the attached coupon with your entry. If you want your game returned send a stamped addressed envelope.

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# Mailbag.

● I cannot let this pass. I have to comment on the latest edition of C+VG. I refer, of course, to the inside back cover, and I really must complain! Don't you realise that young boys read your mag? Good heavens, having seen this advert they will all be going around thinking that women have a pointy bit on the right wobbly thing only!

What happened to journalistic truth and integrity? Surely you should have revealed that the left wobbly thing has a pointy bit as well!

Yours  
anatomically  
The Friend  
Oxford  
shire

● May I tell you how shocked and disgusted I was at seeing the "advert" for Game Over (back page, July). Did you need to show what you did? I have always bought and enjoyed your games and have never felt any need for anything like that. So why is the game as bad as Friday the 13th, that it needs a publicity stunt as bad as that? While people are striving to make women safer on the streets, it's things like this that wip out all our Muggings, etc. are on the rise so things like this are ideas in the idiots who do this.

Tim, I know that you may need the money, but surely you could be more careful on what you print if the game is so bad then why bother to put it on the market? Surely the safety of people is more important than a quick profit? It could also make a black mark on younger readers. I know that if you don't print this letter, that you don't care about the consumers' views. Please change the advert.  
Gareth Evans 17 · Watford

**Editor:** We take your point, Gareth. But have you checked out your daily paper, any women's magazine or watched any television of late? Compared to that, the Ocean ad is really quite tame.

● The other day there I was, a young man of twenty, picking up a copy of my favourite magazine. While I was waiting to pay, a boy of about nine in front of me, bought the very same magazine. I therefore ask you this question — do you think I am too old to read C+VG. Before answering bear in mind —

1. I've been reading since the first issue.

2. The wrong answer might mean a diversion of funds into a more macho interest like a Cortina III with CT stripes and furry dice or even pushing back the lagging in the nearest Rose and Crown.

Also, recently I bought a new Enterprise 64 for £40. Which I am very pleased with, but, I need a bit of advice on programming it. Do you know of a user club that I

could contact?

I don't suppose you have any Enterprise programs cluttering your office or being used as door stops that could find their way to a loyal

— I've got every issue — reader like me, gravel, gravel!  
M Wilson  
Somerset

**Editor:** You're never too young or old for C+VG. Hopefully we've enough to keep everybody interested. But a Cortina MK III would definitely be too old for you. We would have spent the £40 you lashed out on the Enterprise on lagers down at the Rose and Crown. We don't have any Enterprise stuff nowadays but if anybody can help M out with an address for a mens club, let us know and we'll print the address. The editor is 67%.

● Hey! That's a heavy metal mag man! I've got a small question for you to put through your data banks. I, at the moment own a Commodore 64 and I am thinking of selling it and all my software to buy an Alan ST. I was wondering if you could tell me whether the ST would be one of those computers that will become extinct in a year's time. Would I be better off getting an ST or keeping my Commodore? I would be grateful if you could answer this question.  
Simon Wither  
Cardiff

**Editor:** All things eventually pass but we reckon the ST is here to stay for a long time.

● Elio Mi Muscley

Just read July's issue and though it was great, then I came to Mailbag and there're two loonies, one saying that the ash metal is outdated. I wish he'd have written to Keegan and told them, coz they'd probably sent a Lynch mob round.

I think an album review of any kind would be a welcome change for the better. I am as you might have guessed a metal freak but I do think it would be a good idea if you reviewed not just the best music in the world but the poppy stuff as well, just to keep little gals like Stuart and Ian quiet while they

**Editor:**  
Aazagh! It's the Farringdon Friend, I have been giving this matter close attention and I have decided that in an effort to keep things balanced we should have a male pin up. Odds on it will be a pic of ace ads man Gary 'The Body' Williams.



drol over George Michael and Pimp My Ride. And you a dose of Marillion and Magnum wouldn't go a miss, keep up the good work.

Please say hello to fellow Metalheads Paul, Ricky, Kenny, Yvonne, Alison, Robin, Shiels and the Gilmours and Dez who all live in Kilmarnock, oh and Marcus who from Bainsley for being a good mate, from Peter.

Fuh  
Bainsley  
Editor: No we can't.

● I am now the proud owner of a Sega games system. Tony T was right, it's pretty epic. I bought it here in Germany. As an introductory offer I also got *Fang On* and I bought *Top Soccer*. The graphics are superb. They make my 64's graphics look like the old TV tennis. There's also a good range of games available here. I compliment you on a superb mag that arrives about two weeks before the beginning of each month, unlike *Commodore User* that's usually about two weeks late.

Anyone thinking of buying the Sega System it's well worth it. Although games are a bit pricey, for what you get it's excellent value, unlike some of the garbage some computer software houses turn out.

A.M Barnes  
BFPO 32  
Editor: Thanks for the kind words. *Commodore User* is usually about two weeks late with everything—news, reviews, features. I'm sorry. That was a nasty thing to say. *Commodore User* are our pals. Ho, ho, ho.

● The mission begins—full beam military laser rifle, check. Combat knife, check. Body armour, check. OK Spillane we're ready getting C+ VG is no joke in this part of England.

The sweets shop (newsagents to you) on the corner is lucky to get one copy of your magazine on its shelves each month. Ok, we're on our way. Quick dash to the garage to get the military personnel carriers (bikes) and it's pedal full power down to the shop. Set up camp. It's the 14th of the month. 24hrs to stocking the shelves time. Movement in the bushes it's a baby prochar. Blow it away, Spillane. There's no going back now. Nothing will stop us from getting C+VG back to base. Now we wait.

Time passes.  
Darkness falls and infra red vision is switched on. Good idea, Spillane. We'll sleep in shifts. Me first.

Time passes  
What! Where! Spillane! What do you mean you couldn't wake me up? Oh, I see the newsagency man is here.

Time passes.  
Spillane's active today. We'll

stay awake now. It's 08:00 hours. Two hours to do. The paper boys, Spillane, we forgot the paper boys! You take the one with the big nose and I'll get the other.

One hour left and the situation is hotting up. Spillane's getting edgy He's humming the tune from *Warhawk*.

One hour later  
He's late, Spillane, what ok maybe he's a she... a car's pulling in to the back of the newsagent, one slender leg gets out. OK, Spillane, it was a she. New Spillane, remember Ms Ravenfame, you're supposed to be dedicated to her. Now we'll move inside the shop. Here comes the newsagent. He's getting out the magazines. I was right, Spillane one copy. I'll get it, you get the money out. What no money, Spillane! Don't say you thought I had it! Right this is the last straw. Double shots ring out and Spillane falls dead to the floor. Whose fault was it? No one knew, no one cared. Any chance of sending sound Big Red to stomp on the sweets shop and maybe the Bug Hunters could clean up the mess. God, I hate that newsagent.

PS. It is slightly naff. This could be because he is BLUE. Surely he don't really look that way.

Anon  
Editor: Well, Anon, are you feeling better after that! Get it all off your chest, did we? Wouldn't it be easier just to ask your newsagent to simply order you a copy of C+VG like most sensible folk do? There are two theories why Tony T is blue. The first is that he went that colour after some irate C+VG reader tried to strangle him. The second is that he is not human and originally came from a distant planet. The latter is probably true.

● Upon reading the letters page in the July issue of your passable(!) rag, I was angry to see letters from two morons complaining about your Heavy Metal reviews. Contrary to what they may say, Metal is not outdated. It doesn't get the coverage of all this "teenybop" rubbish such as Mel and Kim, but gems such as Metallica, Maiden, Anthrax and Slayer have originality, still lack Max II scores at least 2/10 points. The only thing which chart really scores heavily on is the old Nakometer!

Ignore those gormless jaffas and keep up your heavy metal reviews or else my old mate Eddie (of Maiden fame) will sort you lot out! A final message to a fellow member of the T L F "Battery" Powell. Treat me to a tinnie for this.

An Angry Metallica fan (A.G.) Norfolk  
PS Tony T sucks  
Editor: Ramour has it that Tony T is an HM fan. Does that alter your opinion of him?

● To begin with, I've an extremely short message for Stephen Wood, Duncan Roper and anyone else who can't stand Tony Takouhis. Leave the dude alone. He's damn good and he's earned his column. (Sorry to take the subject into another month of unimportant little-battle, but some people will insist on having a 2K memory, won't they?)

Richard "Icecream" Monks  
South Humberdale  
Editor: Sorry, that's all we've got room for. How much is Tony paying you?

● My son recently spent his hard earned savings on *Enduro Racer* for Amstrad 6128, having played the arcade version and seen the Spectrum version.

The Spectrum version looked like it had decent colour and sound but we were looking forward to a version on the 6128, that would be at least as good as, say, *Bombjack*, 1942 etc.

What a let down! *Enduro Racer* is a typical example of the money gubbing software house cashing in and exploiting the kids who think and are entitled to expect, that they will get value for money. This game has the worst sound I have heard on the 6128.

The screens are of old

Spectrum games with jerky graphics and blanded colours and the biker has all the speed of a lethargic snail in short, if this is the best that the staff at Activision can do then I would strongly suggest that the management take

continued on page 120 ►



# Sailbag.

the likes of Ocean, Elite etc and spend some of their ill-gotten gains on decent programs.

In future, in this house, Activision can poke their games right where it hurts!

Ron Stru  
Norfolk

**Editor:** That's it, Ron, say what you mean. Why don't I people demand to see the game running before they buy it? I would save a lot of heartache later. And it would really hit Activision where it hurts — in the wallet.

● I have a complaint, and the cause of this complaint has made me stop buying your publication. I hear you cry "What's the cause?" I'll tell you — Jonathan Eggleton. This person has won a prize four times in your magazine. If you don't believe me I'll tell you they were — Lridant, Xevatus, Zonds and Cestronot. Who is this person — the Editor's son!

Martin Taylor  
Hornchurch

**Editor:** Since you've stopped buying the mag, Martin, it's really pointless of me writing this reply, which you'll never read. Jonathan is an extremely talented artist who enters lots of our competitions. If you entered lots of competitions, Martin, you'd probably win too.

● The first point I would like to complain about is *Rock On*. It is utter trash! Secondly, in relation to Julian Tubbs' letter, I think the comic strips are very good and should be given more room.

Please restart the software chart as it will at least give us a tough idea of games popularity. What has happened to Melissa R? It seems that I.C. is shrinking.

Clairinet on the Spectrum is disastrous. Why did you give it such a good review. It would be a good idea to publish C+VG weekly.

Stephen Mulcahy  
Ireland

**Editor:** Hey, Wayne, this guy thinks *Rock On* is trash. No you can't stomp on him or hit him with your cardboard cut-out guitar. No taste, some people. Watch out for developments on the comic strip front, Stephen. IC is not shrinking

and a lot is happening with Melissa Ravenflame but I'm too much of a gentleman to tell you.

● Mark Hula's letter prompted me to write. I agree that it is difficult to learn all you need to know about programming if you are on your own. And to get the people in-the-know to impart their knowledge can be even more difficult. But if Mark wants to write games there is a solution. However it depends on what Mark wants.

If he wants a name to live type job in an office then if he approaches the software houses he may well be lucky. This does not suit everyone and many programmers like to work in their own homes and at their own pace.

About a couple of years ago I came to the point that many programs search. I didn't know enough about machine code and could not put my ideas into practice using basic. I decided to place an advert asking people who wanted to write games to contact me. Although the replies did not come thick and fast I had enough and I met Gualo Zocchi. Since our meeting Gualo has Amrouddillo on the market and I have Battle for the CH6 on the market. We are at present near completion of a game which has already been accepted by a company.

The point that I am making is that Mark does not have to be accepted by a software house to write games. Many companies only deal with freelance programmers anyway.

The idea is that you find people locally and build up a team. The ideal number is about three. Between you, you need the following:

1. An idling person
2. Two of you at least to be good programmers
3. One who can do music and sound effects.
4. One who can do good graphics

If between you you have the skills then you stand a good chance of getting a game on the market. Also the fact that it is all your own work is very satisfying. Of course you will have to split the money three ways but money is not

everything. Far better if you can write a smash hit when perhaps the in-house teams cannot.

Finally, I don't profess to be a great programmer or an authority on the best approach to selling and writing games. This is merely the way in which I have started what will hopefully be a lifetime of programming. I hope this may be of help to others.

Ken Strath  
London

**Editor:** That says it all.

● I think C+VG is great. I've been buying your mag for three years and never got bored with it, not like other computer mags. What really annoys me is the way they copy your ideas. You can be your life that something in C+VG will turn up four weeks later in Sinclair User or Crash.

Mark Wighton,

**Editor:** They say imitation is the sincerest form of flattery, Mark. We try our best to stay out in front of the rest. And with the plans we've got for C+VG, you also see nothing yet. Our new battle cry is Forward into the Future.

● It's about time somebody complained about your letters page — so here goes!!

Every month you seem to have a different character — I mean who the — is this Conan the Librarian chap? Big Red was bad enough.

Com'on do you thing you readers are absolute cretins!

Why can I have a decent letters page like Commodore Users? (which in all other respects is an inferior mag to C+VG) They seem to get really good letters which stimulate interesting arguments about things that really matter — racism, sexism, politics etc and the replies are witty and thought provoking.

I am really into computers games — I buy at least two a month — but I'm also into important issues. So don't think that a pathetic reply from Conan or Big Red is going to impress me.

Pull your socks up, C+VG. By the way I really like the ST and Amiga coverage you've been doing, but no one seems to

advertise games for them. Any suggestions?

Yours in hope that I won't get a cross reply from an insane lump of metal, or drunken lad!  
Graham MacIntosh  
Gwent

**Editor:** Conan and Big Red are pals of mine so watch you lip, buster. If anybody really is interested in the subjects you mention then I they will write in. Sorry his reply is low on wit but you've no idea what a tough life I lead...

● I've just finished reading your Comics feature in the July issue. I really loved it. Let's have more. Comics aren't just for kids, you know. Every country except Britain's seems to have a thriving market for great adult comics. I've been collecting for a few years now and have got some real goodies. Have you seen any French comics? They really are something else. Who is this Philip Morton guy anyway and where have you been hiding him?  
James McCallie,  
Oxford

**Editor:** Glad you liked the Comics stuff, James. Philip will be writing a regular column in C+VG from now on. He has a massive collection of comics from all over the world and over the years has built an expert knowledge. We've had him locked in a basement for months now (just waiting for the right moment to launch him on our unsuspecting readers).

● This will be my fourth letter to your magazine. I wrote the first time thinking that my letter would be printed, was it? NO! Why not? I will stay calm. Now on we go, I wrote in my last letter on the lack of Atari reviews (16-bit). Review more Atari software! I own an Atari 800XL and am proud to be an Atari owner, but from the old 8 bit of today, the shiny new 16 bit swoops in and has me hooked. I am of course talking about the Atari ST range and will soon be a proud owner of a 520 ST-EM. You did a pretty good Atari spectacular and was wondering if you will be doing another one in the future?

**Editor:** Of course.



# Micronaut One

NOW HEAR THIS

Our Imperial Majesty Georgius IX has decreed that a new guild be formed to protect and maintain the asteroid-based Biocomputers, and that this guild shall henceforth be known as the Guild of Equalisers.



Micronaut One



"Quite simply the most stunning 3D I have ever seen... Pete Cooke's best yet!"

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"Pete Cooke has come very close to producing a realistic 3D game that should please many a gamer."

CRASH

WRITTEN BY PETE COOKE FOR

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"NEXUS."

C-VG's Hat Gossiper

Tony Takoushi has the biggest eyes, nose and mighty mouth in computer games. He sees all, hears all and he then shouts about it each month exclusively in your favourite computer mag. So read on for the man who shafts from the lips of the good, the bad and the ugly in the software world.



# LOST

There have been times when I have wanted to heave the contents of my stomach (believe me it is substantial) over my television, such is my frustration and anger at the morans who present so-called TV computer shows.

To date the nearest offerings have been Micralive ("this is a BBC computer and nothing else exists on the planet earth"), Database (an oppallingly thin attempt to cover the whole

scene) and the Chonnel Four computer show which died an abrupt death.

If you stop and think about it there must be the best part of a million home computers in the UK.

**WHO CARES FOR HOME MICRO OWNERS? WHO SHOWS YOU THE LATEST SOFTWARE? WHO DISCUSSES THE LATEST TECHNOLOGY? WHO SHOWS YOU THE LATEST ARCADE GAMES? It is so PATHETIC—**

such a large interest is being ignored to any real degree.

This isn't me ranting (again) without proof, I have been on the receiving end of phone calls from researchers of Thames (to name one) and PR companies who pick my brain on the market, machines and competitors. YET these are the people who are producing the TV shows and selling the products into the markets. Isn't it crazy?

The best chance to get an exciting and informed show is to let the TV companies know YOU want to see a home micro show. So get your finger out and drop them a line TELLING them what you want to see.

Do not just sit there and think, "Yes he has got a point" then swan off and forget all about it! Write to Chonnel Four/Thames or your local TV station and bring the paint home.

Whatever YOU are doing, STOP IT!

I have been waggling away at the latest Jeff Minter C64 game, *Revenge of the Mutant Camels Two*. No prizes for guessing that it is a sequel to the first great hit *Revenge of the Mutant Camels*.

The theme is a tried and tested one, shoot things that move.

You control a camel which has to cross a hundred zones, and each zone has a set distance and its own very personal type of alien just waiting to lunge at your swishing tail.

This game is a real extension of the original, with better graphics, sounds, fast death dealing aliens and a mix of strategy by including weapon purchases.

The title page has a camel strolling along to a rather soothing traditional Peruvian tune (arranged by Ben Dalglish). On entry to the game your camel has seven hits to



cover and a set amount of energy which goes down with each alien attack on you. The camel can walk across the screen, leap into the air and spit whilst spewing out bullets and bombs.

There is a phased ground scroll and a detailed multi-

colour backdrop.

When the distance counter hits zero you are then faced with a ten by ten map and a shopping list of armaments.

The weapons available are Shield Factor one, Shield Factor two, Yo-Yo bullets (I like these, they chase aliens around

the screen to destroy them, that is my kinda bullet!!!), Reset energy to max and an extra beastly life. These all cost credits and when you buy one its price is increased so buy wisely and do not waste credits.

Some of the original attack waves are in there again (only better) and your ability to access a wave is limited by a door selection type system. You can only go into a wave that is next to you on the grid map.

This game had me hooked, the further I went into it the less I wanted to put it down. Some waves are wicked and some are easy so a map is in order.

*Revenge Two* is not a game for those with weak bladders — it flies along at a fantastic speed and you have to try and keep cool and take in what's coming at you and from where.

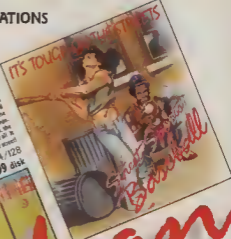
It should be available in late July on the MAD label from Mastertronic.

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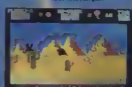
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